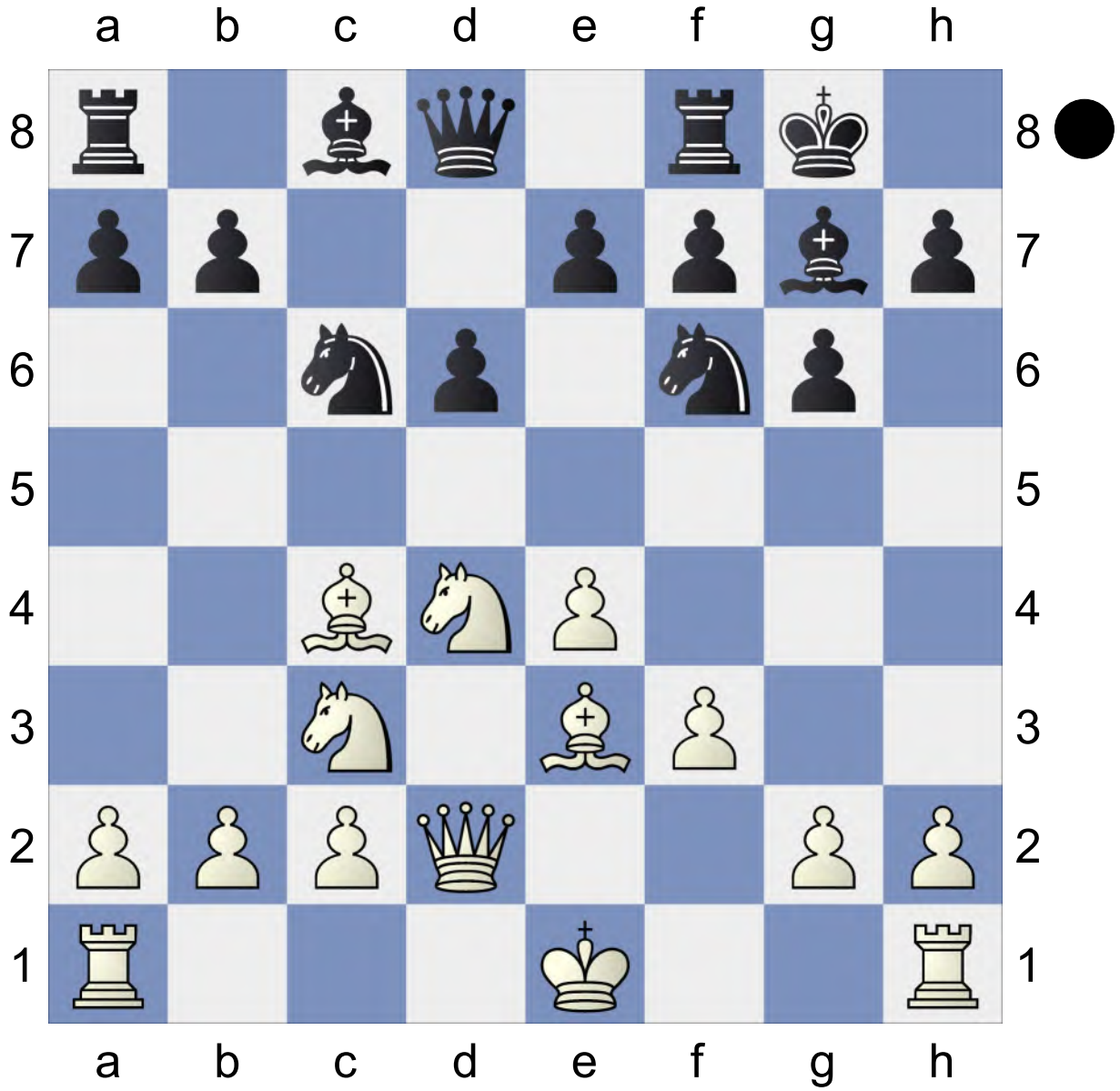
# Chess Notes Opening Tables

## Yugoslav Dragon Simplified!

2024



## B77

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 0-0 8.Qd2 Nc6 9.Bc4

| | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|---|---|---|---|---|---|---|---|---|---|
| **1** | . . .<br>Nd7[1] | 0-0-0[2]<br>Nb6 | Bb3<br>Na5 | Qd3<br>Bd7 | h4<br>Rc8 | h5<br>Nac4[3] | hxg6<br>hxg6 | Bh6<br>e6 | f4<br>e5 | Nf5<br>Bxf5[4] |
| **2** | . . .<br>a6 | 0-0-0<br>Qc7 | Bb3<br>b5 | Nxc6<br>Qxc6 | Nd5<br>Kh8 | Nxf6<br>e6 | Bh6<br>Bb7 | Bxg7+<br>Kxg7 | Ng4<br>f5 | exf5<br>Rxf5[5] |

| | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|---|---|---|---|---|---|---|---|---|---|
| **3** | . . . | 0-0-0 | Bb3 | Rhe1 | Kb1 | Nxc6 | Nd5 | Nxe7+ | Bxd2 | e5 |
| | Bd7 | Qa5[6] | Rfc8 | Rab8 | b5 | Bxc6 | Qxd2 | Kf8 | Kxe7 | Nd7[7] |
| **4** | . . . | . . . | . . . | Kb1 | Bg5[8] | Bxc4 | Nb3 | Rhe1 | Bf4[10] | Kxc2 |
| | . . . | . . . | . . . | Ne5 | Nc4[9] | Rxc4 | Qe5 | Rxc3 | Rxc2 | Qb5[11] |
| **5** | . . . | . . . | . . . | h4 | h5 | bxc3 | Bh6 | Qxh6 | Kb2 | Qe3 |
| | . . . | . . . | . . . | Ne5[12] | Rxc3 | Nxh5 | Bxh6 | Nf6 | Rc8 | Qc5[13] |
| **6** | . . . | . . . | Be2 | Kb1 | g4 | h4 | a3 | Bg5 | h5 | Rxh5 |
| | . . . | Na5 | Rc8 | a6 | b5 | e6 | h5 | hxg4 | gxh5 | Rc5[14] |
| **7** | . . . | . . . | Kb1 | Ndxb5 | Be2 | Nd4 | b3 | Ncb5 | Rxd2[17] | |
| | . . . | Rb8 | b5 | Ne5[15] | Qa5 | Qb4[16] | Rfc8 | Qxd2 | | |
| **8** | . . . | . . . | . . . | Bxd4 | Bf1 | g4 | Ne2 | g5 | Bxg7 | h4[18] |
| | . . . | . . . | Nxd4 | b5 | e6 | b4 | Qa5 | Nh5 | Nxg7 | |
| **9** | . . . | . . . | Bb3 | h4[20] | Kb1 | Bxc4 | g4 | b3 | Bg5 | cxb3 |
| | . . . | . . . | Na5[19] | b5 | Nc4[21] | bxc4 | Qb6 | Qc7[22] | cxb3 | Rfc8[23] |
| **10** | . . . | . . . | . . . | . . . | . . . | Nde2 | Nd5 | axb3 | Qxd5 | Qxd6 |
| | . . . | . . . | . . . | . . . | e5 | b4 | Nxb3 | Nxd5 | Be6 | Qa5[24] |
| **11** | . . . | . . . | Nxc6 | Bb3 | Bxa7 | Bd4 | Nd5 | Bxg7 | exd5 | c4 |
| | . . . | Rc8 | Bxc6[25] | b5 | Qa5[26] | b4[27] | Nxd5 | Kxg7 | Ba4 | Bxb3[28] |
| **12** | . . . | . . . | . . . | . . . | a4 | Bh6[30] | Qxh6 | h4 | Ba2 | |
| | . . . | . . . | . . . | a5 | Qe8[29] | Bxh6 | b5 | bxa4 | Kh8[31] | |
| **13** | . . . | . . . | Bb3 | Bh6[33] | Qxh6 | bxc3 | Kb2 | Qe3 | Ka1 | Nf5 |
| | . . . | . . . | Ne5[32] | Bxh6 | Rxc3 | Qa5 | Rc8 | Qb6 | a5 | Qxe3[34] |
| **14** | . . . | . . . | . . . | Kb1 | Bxc4 | g4 | b3[37] | bxc4 | Qxc3 | g5[39] |
| | . . . | . . . | . . . | Nc4[35] | Rxc4 | b5[36] | b4[38] | bxc3 | Qc7 | Rb8+[40] |
| **15** | . . . | . . . | . . . | . . . | h4 | g4[41] | h5 | Bh6 | Rdg1 | fxg4 |
| | . . . | . . . | . . . | Re8 | h5 | hxg4 | Nxh5 | e6[42] | Qf6[43] | Bxh6[44] |
| **16** | . . . | . . . | . . . | Bxd4 | Nd5[45] | Bxg7[46] | exd5 | a3 | h4[48] | axb4 |
| | . . . | . . . | Nxd4 | b5 | Nxd5 | Kxg7 | a5 | Kg8[47] | b4 | axb4[49] |

| | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|---|---|---|---|---|---|---|---|---|---|
| **17** | . . . | h4 | Bb3 | 0-0-0 | Bxc4 | h5 | g4 | Nde2[50] | Bh6 | Qxh6 |
| | . . . | Rc8 | Ne5 | Nc4 | Rxc4 | Nxh5 | Nf6 | Qa5 | Bxh6 | Rfc8[51] |
| **18** | . . . | . . . | Bb3 | 0-0-0 | Kb1[52] | Bxc4 | Nb3[53] | Bd4 | g4 | Be3 |
| | . . . | Ne5 | h5 | Rc8 | Nc4 | Rxc4 | Qc7 | Bc6 | e5 | hxg4[54] |
| **19** | . . . | . . . | . . . | . . . | Bg5 | Rhe1[55] | f4 | Bxc4 | e5 | Qd3 |
| | . . . | . . . | . . . | . . . | Rc5 | b5 | Nc4 | Rxc4[56] | b4 | Rxd4[57] |
| **20** | . . . | . . . | . . . | . . . | . . . | Kb1 | g4 | gxh5[58] | Nd5 | Nf4 |
| | . . . | . . . | . . . | . . . | . . . | b5 | a5 | Nxh5 | Re8 | a4[59] |
| **21** | . . . | Bxd4 | Bxe6 | 0-0-0 | Rhe1[60] | Bxg7 | e5 | Kb1[62] | h4 | f4 |
| | Nxd4 | Be6 | fxe6 | Qa5 | Nd7 | Kxg7 | d5[61] | Rac8 | Rf5 | Rc4[63] |
| **22** | . . . | . . . | Bb3 | 0-0-0 | Kb1 | Bxe6[65] | Ne2 | h4[66] | g4[67] | Be3 |
| | . . . | . . . | Qa5 | b5[64] | b4 | fxe6 | Qb5 | a5 | e5 | d5[68] |
| **23** | . . . | . . . | . . . | . . . | . . . | Nd5 | Bxd5 | Bb3 | h4 | h5 |
| | . . . | . . . | . . . | . . . | . . . | Bxd5 | Rac8[69] | Rc7 | Qb5 | Rfc8[70] |
| **24** | . . . | . . . | . . . | . . . | . . . | . . . | exd5 | Qd3[71] | Rxd3 | Re1[72] |
| | . . . | . . . | . . . | . . . | . . . | . . . | Qb5 | Qxd3 | Nd7 | Ne5[73] |

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[1] **9...Ne5** An attempt to deviate from the mainlines with 9...Bd7 and 10...Rc8. 10.Bb3 a5 10...Bd7 11.0-0-0 Rc8 transposes into the mainline. Black's attempt to avoid theory. ...Bd7 followed by ...Rc8 or ...Qa5 transposes into more mainstream lines. 11.a4 The most natural move. Now ...a4 will never be played and the b5 square could be used as an outpost for White's minor pieces. White can follow up by 0-0-0 and h4 with a strong kingside attack. The queenside is closed, so Black's counterplay is even slower than normal. 3. Sidelines before move 11-White vs Dragon: 9...Ne5

**9...a5** 10.0-0-0 a4 11.a3 Qa5 12.Kb1 Bd7 13.Ba2 Rfc8 14.g4 Nxd4 15.Bxd4 Be6 16.Rhf1 Bxa2+ 17.Nxa2 Qxd2 18.Rxd2 Nd7 1/2 : 1/2 Gligoric - Parma, Jugoslavija (ch) 1965 B 77/01

[2] **10.h4** Directly to the neck, taking advantage of the fact that the knight does not control h5 anymore. 10...Nb6 11.Be2 The simplest move, with the idea of covering the c4-square very easily: simply playing b3. 11...Ne5 12.b3 Black's whole plan vanishes with this simple move. 12...d5 12...h5 13.O-O-O preparing Bh6 and g4, cracking the position open. 13.f4 Ng4 14.e5 Blocking

the bishop's diagonal and keeping our attack alive with h5. Quickstarter Guide-Classical Dragon #2

[3] **14...Nbc4** 15.Kb1 Even though Black can deprive White of his bishop pair, the first player still has an attack. This is why 13...Bd7 has been completely abandoned. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[4] **19.exf5** Nxb2 A last desparate bid for counterplay, but Fischer has seen everything. 20.Kxb2 e4 21.Bxg7 Black may have missed this move. He can't take the queen because of 22.f6 and mate on h8. 21...Kxg7 22.Nxe4 1-0 (22) Berger-Sclechter Tel Aviv Olympiad 1962 [01: Active Bishop]

[5] **19.Qxd6** h5 20.Qe7+ Rf7 21.Qxf7+ Kxf7 22.Ne5+ Ke7 23.Nxc6+ Bxc6 24.Rhe1 Bd7 25.Rxd7+ Sicilian Annotated-Dragon Bobby Fischer Vs Edw

[6] **10...Qb8** There can only be one black idea after 10...Qb8: he wishes to launch a queenside pawn storm without further delay. Unlike after 10...Qa5, as we will see, here the black queen stays out of the way of White's minor pieces and doesn't block the a-pawn. Stein, Gufeld and Velimirovic all played 10...Qb8 with success and we begin in Game 30 with a celebration of what is an excellent idea. 10...Qb8 is still useful as a one-off surprise, but that's about it these days as 11 Nd5 gives White the advantage as Game 31 demonstrates. This is an original way of organizing BLack's counterplay on the queenside. The idea is to follow up with ...Rc8 and to push the queenside pawns. As it so often happens in the Dragon, the problem for Black is that he's simply not in time for this. 11.h4 Rc8 12.Bb3 a5 13.a4 Nxd4 14.Bxd4 b5 15.Nd5 A very strong move, after which Black is in trouble. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4
**10...Ne5** This move order is not correct. 11.Bb3 Qa5 11...Rc8 will be considered via the 10...Rc8 move order. White plays 12.Kb1 and Black has problems here. 12.Bh6 12.Kb1 Rfc8 13.h4 transposes to the line I will cover next. 12...Rfc8 13.Bxg7 Kxg7 14.Kb1 White will start his attack on the kingside and has a considerable advantage. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[7] **19.exd6+** Kf8 20.Re7 Attacking f7. 20...Ne5 21.Bf4 Nc4 22.Rc7 Black's Knight has covered the attack on f7 by smothering White's light-squared Bishop on b3. However, this has weakened Black's control of the d7-square, which increases the danger posed by White's passed d-pawn. 22...Bf6 23.Bh6+ Kg8 24.Rxc8+ Rxc8 25.Bxc4 bxc4 26.d7 Rd8 27.Rd6 An important moment. The fork on Black's two Bishops on c6 and f6 regains White's sacrificed piece, leaving White a pawn up. As we have seen from previous games, if White can keep the Rooks on, then his winning chances increase. Leela had seen a precise sequence of moves from afar to force the exchange of Rooks and

guarantee an easy draw: 27...Bxd7 A counterintuitive capture, but the idea is to follow up by restricting the white Rook's movements. 28.Rxf6 Be6 29.Kc1 After 29.Rf4 , to get the white Rook back into play, 29...Rd1 is embarrassing! 29...Rd5 Threatening 30...Rf5. 30.Bd2 A. 30.Rf4 Rh5 wins the loose Bishop on h6!; B. 30.g4 is the only practical attempt to keep the Rooks on but Black manages to improve its position on the Queenside substantially with 30...Ra5 31.a3 c3 , breaking up the white Queenside pawns. 30...h5 30...Rf5 immediately was also possible, but this is hyper-accurate, preventing g2-g4 from White. 31.b4 31.Rf4 Rg5 32.g3 . CCStartBracketCC 32.Rxf7 Rxg2 wins for Black as ... Rg1+ will win a pieceCCEndBracketCC 31...cxb3 32.axb3 Re5 Again, unnecessarily hyper-accurate! 32...Rf5 immediately was fine. 33.Kd1 Rf5 34.Rxf5 Bxf5 and Leela had neutralised White's hopes of an initiative completely. However, with Stockfish evaluating the position at 0.77, the game continued for quite some time! 15) Conversion to Opposite-Co-Stockfish NNUE vs. Leela Zero

[8] **13.h4** Let's start our counterplay! 13...Nc4 13...b5 14.Ncxb5 Qxd2 15.Bxd2 with a healthy extra pawn for White. 14.Bxc4 We cannot allow Black to take our dark-squared bishop for free under no circumstance. 14...Rxc4 15.Nb3 Forcing the queen to a more passive square. 15...Qc7 16.Bd4 Preventing the sacrifices on c3, and our plan is Bxf6+Nd5 and the standard g4 and h5 pawn pushes. Quickstarter Guide-Classical Dragon #1

[9] **13...Rc5** 14.f4 This move works here. 14...Nc6 15.Bxf6 An unpleasant move for Black to deal with.

[ 15.e5 dxe5 Only move to hold the position. 16.Bxf7+ Kxf7 17.Nb3 Ne4 Again, Black holds in the last minute using tactics. This line shows how important it is to know the lines move by move as otherwise, you'd get smashed. 18.Nxe4 Qxd2 19.Rxd2 Rc4 20.Rxd7 Rxe4 According to engines, the position is drawish. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4 ]

15...Bxf6 16.e5 Bg7 17.Nde2 17.Nf3 is quite dangerous as well. 17...Bf5 18.exd6 exd6 19.h3 g4 will come next. White has the queenside under control, so Black cannot dream to organize any serious counterplay. However, I think that this position is already not too bad for the second player. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[10] **17.bxc3** Black has insufficient compensation for the sacrificed exchange. White can follow up with Be3-Bd4 and open the center (increasing the mobility of White's centralized pieces) with e5.

[11] **19.Kb1** Black has a pawn for the exchange, but White has a strong center control and Black doesn't have enough counterplay. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[12] **12...h5** 13.Kb1 Ne5 Bringing the knight to c4. This is usually the way in which Black stops our attack and can lead to very crazy positions when we look for g4, sacrificing the pawn. In this case, Black is very well prepared for this advance so we are going to continue with our attack in a different way. 14.Bg5 Intending to take on f6 followed by Nd5 with the idea of ruining BLack's pawn structure.
14...Rc5
[ 14...Nc4 14...Rxc3!? 15.Qxc3 Qxc3 16.bxc3 Black has some compensation, but far from enough. We will continue by centralizing our pieces and open files with move such as Rhe1+f4+e5. 15.Bxc4 Rxc4 16.Bxf6 The key move, exploiting the fact that the queen is undefended on a5. Bxf6 16...exf6 17.Nb3 Qe5 18.Qxd6 reaching a comfortable endgame with an extra pawn for us. Besides, we have the control over some strong central squares for our knights. 17.Nd5 Qxd2 18.Nxf6+ exf6 18...Kg7 19.Nxh5+ . 19.Rxd2 Black's structure is horrendous. 12) Classical Dragon-5...g6 6.Be3,7 ]
15.Bxf6 The main theoretical move. 15.f4 gives the g4-square to the black knights: 15...Neg4= . 15...Bxf6 16.Nd5 Qxd2 17.Nxf6+ Kg7 After 17...exf6 18.Rxd2 , White has a significant advantage thanks to having a better structure. 18.Nxh5+ A very important intermezzo! 18...gxh5 19.Rxd2 White is a pawn up and a winning endgame. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[13] **19.Rh4** a5 ∓ White is already in big trouble, as his bishop is misplaced and his king unsafe. 20.Rdh1 20.a3 is answered by: 20...a4 21.Ba2 Be6 ! Gaining the crucial c4-square. 22.Bxe6 not 22.Nxe6 ?? Qxe3 22...fxe6 White is almost lost already. 20...e6 A logical move, though ignoring an immediately winning option. Instead 20...a4 ! wins on the spot, say after 21.Rxh7 Nxh7 22.Qh6 e6 23.Qxh7+ Kf8. 21.a4 Better was 21.a3 though 21...a4 22.Ba2 Rc6 ! ∓ followed by ...Rb6 gives good attacking chances. 21...b5 Opening the position decisively. 21...Bxa4 !? ∓ was strong too. 22.axb5 a4 23.Ba2 23.Bxa4 ?? Nc4+ is all over. 23...Bxb5 24.Rxh7 Desperation. More stubborn was 24.Ka1 though after 24...Bc4 ! 25.Rb1 Qa3 26.Rb2 the appearance of White's position speaks for itself. Black has many promising alternatives such as 26...Nfd7 27.Rh1 Rb8 28.Rhb1 Rb6 ! ∓ keeping White's pieces completely tied down to the defence. 24...Nxh7 25.Qh6 Qxc3+ 26.Kb1 Bc4 Black has a bulldozing attack while White is unable to even create a serious threat. The rest is simple. 27.Qxh7+ Kf8 28.Bxc4 Or 28.Qh8+ Ke7 29.Qxc8 loses to 29... Bxa2+ 30.Kxa2 Qxc8. 28...Rxc4 29.Qh4 Threatening Qd8-h8#. 29...Ke8
30.Qf6 Kd7 31.Rh8 Rc8 32.Rxc8 Kxc8 33.Ne2 Qb4+ White resigns due to unavoidable mate. Final remarks 1. Black's exchange sacrifice on c3 created a serious distraction, preventing White from focusing on his kingside attack. 2. Once White took on a defensive role to protect the doubled c-pawns, the game was practically won for Black, as there are no threats on the kingside while Black's queenside play keeps on rolling. White's queenside is so seriously damaged by the doubled c-pawns that White is unable to organize an effective

defence. 3. It is important to note the key role being played by Black's knight on e5, which covers many essential squares and prevents White's attack from succeeding. The Dragon Formation-Zbynek Hracek vs. Miso Cebalo

[14] **19.fxg4** Rxc3 Black is desperate for counterplay. If Black just waits, White's attack on the kingside will quickly win. 20.Bxf6 Qxf6 21.Qxc3 Now White has a material advantage and the attack. 21...Nc4 22.Bxc4 bxc4 23.Qxc4 Rc8 24.Qxa6 Qe7 25.Rh3 Bf6 26.Rb3 Be5 27.Nf3 Bf4 28.Rb4 d5 29.exd5 Qc5 30.c3 Sicilian Annotated-Dragon Viswanathan Anand Vs

[15] **12...Qa5** 13.Nd4 Retreating the knight to a safer square. 13...Qb4 13...Nxd4 14.Bxd4 whenever we can the bishop goes to d4 to nullify the one on g7. 14.Bb3 Ne5 15.Bg5 With the idea of taking on f6 followed by Nd5. 12) Classical Dragon-5...g6 6.Be3,7

[16] **14...Rfc8** 15.Nb3 Qc7 16.Ba6 Nc4 16...Re8 17.Bd4 followed by Qe2 completely freezing the queenside. 17.Bxc4 Qxc4 18.Bxa7 Another pawn! Without the pawns it is impossible to move our knights from their posts and therefore to attack. 18...Ra8 19.Bd4 The bishop from d4 nullifies the g7-one - the only really dangerous Black's piece-. The rest of Black's pieces do not have access to our king, we seek to exchange pieces after preparing the e5-push. 12) Classical Dragon-5...g6 6.Be3,7

[17] Black cannot justify being material down without queens on the board. 12) Classical Dragon-5...g6 6.Be3,7

[18] We will continue with Nf4 with the idea of bringing it to h5. The d6-pawn will suffer. 12) Classical Dragon-5...g6 6.Be3,7

[19] **11...Ne5** 12.f4 12.Bh6 is also an option. 12...Neg4 13.h3 Nxe3 14.Qxe3 White is threatening e5-e6, breaking through in the center, and has an advantage. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[20] **12.Bh6** This is unpleasant for Black. If White plays Bh6 before h4, Black doesn't have the option of playing ...h5. 12...Bxh6

[ 12...b5 Black tries to organize counterplay. 13.Bxg7 Kxg7 14.Nd5 White is slightly better against all Black tries here. One example line could follow: Nc4 The best try. 15.Bxc4 bxc4 16.Ne2 16.Nxf6 Qb6 17.Qc3 exf6 is holdable for Black, although White has a slight advantage. Nxd5 17.exd5 Kg8 18.Rhe1 Qb6 19.Qc3 Rb7 20.Nd4 Ba4 White is putting pressure on Black's position. On the other hand, Black has nice control of the b-file, but the best he can aspire is to defend a slightly inferior ending. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4 ]

13.Qxh6 b5 14.Nd5 This transposes to the next variation. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[21] **13...h5** Attempting to block the kingside, but allows the thematic double pawn sacrifice. 13...Nc4 is better. 14.g4 e5 14...hxg4 15.h5 Nxh5 16.fxg4 followed by 17.Rdg1 gives White a powerful kingside attack 15.Nde2 hxg4 16.Bg5 White has a powerful kingside attack worth more than the sacrificed material. White can continue opening the kingside with Ng3 and h5. 6. Chinese Dragon-Chinese Dragon H5

[22] **16...Qa5** Inaccurate. Black will lose time retreating after Nd5 or will lose a pawn. 16...Qc7 is stronger. 17.Nd5 Qxd2 18.Nxe7+ Kh8 19.Rxd2 White is ahead a pawn. Sicilian Theory-Chinese Dragon (10...Rb8): Ma

[23] **19.Bxf6** Qxc3 19...Bxf6 20.Nd5 followed by Nxf6+ gives Black an awful pawn structure 20.Bxe7 20.Qxc3 Rxc3 21.Bxe7 Bxd4 22.Rxd4 Rxf3 White has a superior endgame, but the opposite colored bishops give Black excellent drawing chances. 20.Qxc3 Rxc3 21.Bxe7 Bxd4 22.Rxd4 Rxf3 gives White a superior endgame, but the opposite colored bishops give Black excellent drawing chances 20...Qc5 Black avoids the unpleasant endgame, but White gets excellent attacking chances. Black avoids the endgame, but White gets excellent attacking chances.

[ 20...Rb4 21.Qxc3 Rxc3 22.Ne2 Rxf3 23.Rxd6 Rb7 24.Rhd1 Be8 25.Bg5 White is ahead a pawn for insufficient compensation. Sicilian Theory-Chinese Dragon (10...Rb8): Ma ]

21.g5 21.Bg5 a5 gives Black good counterplay for the pawn. White should give back the pawn with 21.g5 followed by 22.Bf6 in order to trade dark-squared bishops. 21...Qe5 22.Bf6 Bxf6 23.gxf6 Qxf6 24.h5 White has a pleasant initiaitve. Without the dark-squared bishops, Black's attacking possibilities are limited. Sicilian Theory-Chinese Dragon (10...Rb8): Ma White has a pleasant initiative. Without the dark-squared bishops, Black's attacking possibilities are limited.

[24] **19.h5** Black's compensation for the sacrificed pawn is insufficient. Black's compensation is not enough. 19...Rfc8 20.hxg6 hxg6 21.Nc1 followed by Nd3 and White can put a minor piece on c5. The active looking 21...Bf8 can be met by 22.Bg5 Bxd6? 23.Bf6 where Black can't stop Rh8#. Sicilian Theory-Chinese Dragon (10...Rb8): Ma

[25] **11...Rxc6** One of the most human moves, as it wins a tempo on our bishop, but now Black's attack after Bb3 will be completely paralyzed. 12.Bb3 Qa5 13.Kb1 Rfc8 14.Nd5 14.g4 Rxc3 15.bxc3 followed by Bd4 nullifying the g7-bishop. Unlike most positions featuring the sacrifice on c3, there is now only one knight. As it is

also very far from c4, Black's attack is actually much slower. 14...Qxd2 15.Rxd2 Nxd5 16.Bxd5 Ra6 17.c4 17.c3 is also possible, arestricting the g7-bishop and slowly improving our position. 17...Bc6 18.Rc1 If you prefer something quieter, this ending is super nice because of the space advantage we have and the pressure that the bishops exert on the queenside. 12) Classical Dragon-5...g6 6. Be3,7

[26] **13...b4** 14.Nd5 Nxd5 15.exd5 Qa5 16.dxc6 Qxa7 17.Rhe1 Rxc6 18.Re4 Taking on b4 with the rook, getting two passers that will be incredibly strong in an endgame. Again, the bishop on b3 defends everything. 12) Classical Dragon-5...g6 6.Be3,7

[27] **14...e5** 15.Be3 b4 16.Nd5 Bxd5 17.Bxd5 Rc3 18.Bb3 Rxb3 19.cxb3 Qxa2 20.Qc2 White's king can now run away. 12) Classical Dragon-5...g6 6.Be3,7

[28] **19.axb3** There are no checks with our king on c2. 12) Classical Dragon-5...g6 6. Be3,7

[29] **13...Nd7** Same concept as in the line with a quick Nd7: Black's castling runs out of defenders. 14.h4 Nc5 14...h5 15.g4 . 15.Bxc5 dxc5 16.Bxf7+ It is important to remember this beautiful tactical shot! 16...Kh8 16...Rxf7 17. Qxd8+ . 16...Kxf7 17.Qf4+ . 17.Qg5 We are up material yand Black's position starts to crumble. 12) Classical Dragon-5...g6 6.Be3,7

[30] **14.Qe2** We have won the battle for the b5-push; BLack should bring more pieces if they want to play it. 14...Nd7 15.h4 Nc5 16.Bxc5 Even if it hurts, you have to get rid of the dark-squared bishop, but in this case it is justified because we will encarcelate our opponent's dark-squared bishop. 16...dxc5 17.e5 This pawn stops the Dragon bishop from 'roaring', and we will exploit the fact that we have one more minor piece that dominates the light-squares to completely control this color complex. 17...e6 18.Bc4 Sacrificing the a4-pawm in exchange for a lot of counterplay. If Black does not take it, the position will be very uncomfortable for them after Bb5. 18...Rd8 19.Bb5 19.Nb5!? . 19...Qe7 19...Rd4 20.g3 with the idea of consolidating our position with f4, getting a very comfortable advantage thanks to Black's really bad bishop on g7. 20.Bxc6 bxc6 21.f4 This kind of position is a nightmare for Black given this structure. If we manage to bring our knight on c4 Black can resign. 12) Classical Dragon-5...g6 6.Be3,7

[31] White is not even close to mating Black while the second player already has started to create some counterplay. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[32] **11...Na5** 11...Ne5 is the main move. 12.Kb1 Useful prophylaxis and preparing 13.h4 h5 14.g4 for concrete reasons. 12...Nc4 is Black's best move but 13. Bxc4 Rxc4 transposes into 11...Ne5 12.Kb1 Nc4 12...Nxb3 13.cxb3! helps White defend the queenside as he has an extra pawn there and White still has dangerous attacking ideas such as h4-h5 (...h5 can be met with the typical sacrifice g4 ...hxg4 h5) (. White even has time for the preparatory g4 if he doesn't want to sacrifice a pawn.) 12...a6 is similar to 12...Nxb3 3. Sidelines before move 11-White vs Dragon: 11...Na5
**11...Qa5** 12.h4 Ne5 13.Kb1 Nc4 14.Bxc4 Rxc4 15.h5 Rfc8 - 79 B 78/04

[33] **12.g4** g4 preparing h4-h5 is usually good when Black does not have a knight on e5, but with Black's knight on e5 there is a critical difference. With Black's knight on e5, White's main attacking idea is h4-h5 (usually after the prophylactic Kb1) and can respond to ...h5 with g4 ...hxg4 h5. 12...b5 13.g5 White has no time to play h4-h5. 13.Ncxb5 Nxf3 ! 14.Nxf3 Bxb5 Black has the initiative. If Black had already traded Bb3 for Ne5 with ...Nc4, then White could have safely taken on b5. 13.h4 b4 14.Nd5 Nxd5 15.Bxd5 e6 16.Bb3 a5 Black has a decisive initiative. 13...b4 Black has the initiative and is at least equal. Sicilian Theory-Dragon (11...Ne5): The punish Black has the initiative and is at least equal. 13. Ncxb5 Nxf3! 14.Nxf3 Bxb5 Black has the bishop pair and the initiative. If Black had already traded Bb3 for Ne5 with ...Nc4 , then White could have safely taken on b5. 13.h4 b4 14.Nd5 Nxd5 15.Bxd5 e6 16.Bb3 a5 gives Black a decisive initiative.

[34] **19.Nxe3** Rxc3 Black's compensation remains even in the endgame. Black can still pawn storm the queenside. 20.Nd5 Nxd5 21.Bxd5 b5 Black is slightly better and went on to win. 22.Kb2 b4 23.f4 Ng4 24.Rhe1 e6 25.Bb7 Ne3 26.Rxe3 Rxe3 27.Rxd6 Bb5 28.e5 a4 29.Rb6 a3+ 30.Kc1 b3 31.cxb3 Rc3+ 32.Kd2 Rxb3 33.axb3 a2 34.Rxb5 a1Q 35.Rb4 g5 36.fxg5 Qa5 37.Kc3 Qxe5+ 38.Kd3 Qc5 39.Rc4 Qb5 40.Bf3 Qxb3+ 41.Kd4 Kg7 42.h4 h6 43.gxh6+ Kxh6 44.h5 e5+ 45.Kc5 f5 46.Bd5 Qb8 47.Be6 Sicilian Annotated-Dragon Alphonse Conrady Vs

[35] **12...Qa5** This doesn't work when Black's rook is still on f8. 13.Nd5 Qxd2 14.Nxe7+ If Black had played his other rook to c8 ĊĊStartFENĊĊr1r3k1/pp1bNpbp/3p1np1/4n3/3NP3/1B2BP2/PPPq2PP/1K1R3R b - - 0 14ĊĊEndFENĊĊ, he would have 14...Kf8 now and White can resign because he loses a piece. 14...Kh8 15.Rxd2 White won a pawn. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[36] **14...Qa5** 15.Nb3 This move is also quite dangerous. 15...Qa6 16.Bh6 Rfc8 17.Bxg7 Kxg7 18.h4 White's attack is very strong. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[37] **15.g5** Nh5 15...b4 16.gxf6 bxc3 17.Qd3 . 16.b3 Kicking the rook away to a passive square. 16...b4 16...Rc8 17.Ndxb5 Qa5 18.Nd5 If Black takes on b5 we would play Nxe7 and later on we will take the rook and the d6-pawn. If we add to this the fact that the h5-knight is inactive and that we have a light-squared bishop, our position would be completely winning. 17.Nd5 This is the idea behind our move order here. we would reach a very similar position to the main line one after bxc4 where, although white has a huge advantage, in my opinion the position is not as easy to play as it seems. 17...Rc8 18.Ne2 Intending to target Black's weak points and also with the idea of playing Ng3 to keep the attack going. We have complete domination of the dark squares as all our pieces have control of the queenside while Black's h5-knight and d7-bishop are doing nothing. 18...e6 18...Be6 19.Qxb4 . 19.Nxb4 a5 Going into a very concrete line. 20.Qxd6 axb4 21.Qxd7 Qa5 Despite being two pawns down and an inactive knight on h5, Black has some counterplay, so we have to be precise. 22.Qa7 If we trade queens, the game will be immediately over. 22...Qb5 22...Qe5 23.Bd4 removing the dark-squared bishops from the board decreases as well BLack's chances of counterplay. 23.Rd3 Ra8 24.Qd7 Qe5 25.Bd4 Again, we manage to trade the dark-squared bishops, getting an advantage. 12) Classical Dragon-5...g6 6.Be3,7

[38] **15...Rc8** The main line, but concedes a significant advantage without a fight. 15...b4 ! is more resilient. The main line, but concedes a significant advantage without a fight. 15...b4! is more resilient. 16.Ndxb5 White wins a pawn and Black has insufficient compensation. 16...Qa5 17.a4 Supporting Nb5 and preparing Nxa7. 17...a6 White was threatening to take the a7 pawn. A slow move such as 17...Ra8 give White a decisive initiative on top of having an extra pawn. For example, 18.e5 dxe5 19.g5 wins a piece (a common idea if Bd7 was undefended by ...Qa5.) White was threatening to take the a7 pawn. A slow move such as 17...Ra8 gives White a decisive initiative on top of having an extra pawn. For example 18.e5 dxe5 19.g5 wins a piece (a common idea if Bd7 was undefended by ...Qa5) ⊙ 18.Nd5 White forces a better endgame. 18...Qxd2 18...Qd8 ? 19.Bb6 Qe8 20.Nbc7 18...Qd8 ? 19.Bb6 Qe8 20.Nxf6 Bxf6 21.Nc7 19.Nxe7+ Kh8 20.Rxd2 White has a significant (probably decisive) advantage in this endgame and has more than enough material for the knight (Ne7 will be lost) after White takes on d6 and possibly g6. Sicilian (1...c5): Theory-Dragon (11...Ne5): 12.Kb1 Nc4 White has a significant (probably decisive) advantage in this endgame and has more than enough material for the knight (Ne7 will be lost) after White takes on d7 and possibly g6. 20... Rce8 21.Nxg6+ 21.Nxd6 Rxe7 22.Nc4 wins the exchange due to the threat of Bc5 because 22...Ree8 loses a piece to 23.g5 followed by 21.Nxd6 gives White 4 pawns for the knight 20...axb5 21.Nxc8 Rxc8 22.Rxd6 Bc6 23. axb5 (White was threatening g5 followed by Rxd7) (gives White 3 pawns and the initiative for the exchange.)

**15...Rc5** Black loses material by force. 15...b4 is stronger. 16.Ne6 fxe6 17.Bxc5 White won the exchange. 17...dxc5 Temporarily winning a piece. After White wins it back, he will emerge with a material advantage. 18.e5 White wins the piece back. If Black moves Nf6, White will take the d7 bishop. If Black does not move Nf6, White can take on f6 followed by Ne4 with a won position. Sicilian (1...c5): Theory-Dragon (11...Ne5): 12.Kb1 Nc4 White wins the piece back. If Black moves Nf6, White will take the d7 bishop. If Black does not move Nf6 for example 18...Qa5 White can take on f6 followed by Ne4 with a won position.

39 **18.h4** White tries to force ...h5 before playing g5. Trying to force ...h5 before playing g5. 18...d5 An interesting but unsound try for Black which was recomended by GM Peter Nielsen's Fritz Trainer. Black gives up a pawn to try to maneuver his kinght to d6, hitting c4. This is unsound if White's king doesn't move to a1.

[ 18...h5 If Black doesn't stop h5 or play actively, White will get to play h5 where Black doesn't even have the initiative as compensation for his sacrificed exchange and pawn. 19.g5 Nh7 19...Ne8?! intending ...d5 and ...Nd6. 20.Rd3! Black doesn't have as fast counterplay as Ne8 impeded Black's kingside rook from entering the game. White should develop Rh1 (preferably with Rhd1) (and unpin Qc3, after which he will have a significant material advantage for very little compensation) 20.Ka1 Normally, White would not want to place his king on the long diagonal with Bg7 bearing down on it. However, Since Black did not play ...d5 (with the idea of ...Ne8-Nd6 and potentially ...Nxc4 which controls b2) , this is safe as White has a clear plan: Rb1 with Bc1-Bb2. Then unpin Qc3, move Nd4, and trade dark-squared bishops. After White achieves this, he is in no danger. If Black's knight could go to c4 it would attack b2 which would interrupt this plan. Rc8 Black's main plan is to attack c4. He can continue the pressure with ...Be6 next. 21.Rb1 Nf8 21...♘f8 intends ...♘e6 which attacks ♘d4 which is pinned, so White should change part of his plan. White still intends on unpinning ♔a1 and ♕c3 . 22.Rhc1 Preparing c3 after Qc3 moves out of the way. Ne6 23.Qd2 Followed by c3. White can trade knights and play Bd4 to consolidate his material advantage. 4. Theory: 10...Rc8 11.Bb3 Ne-White vs Dragon: 12.Kb1 Nc4 w ]

19.g5 Ne8 20.exd5 White accepts the sacrificed pawn. 20...Nd6 21.c5 White gains space with tempo and forces Black to make a commitment involving his knight. 21...Rb8+ 21...Nb5 22.Nxb5 Rb8 23.Kc1! transposes 22.Kc1 22.Ka1? Nb5! gives Black an initiative sufficient for equality. White shouldn't move his king onto the 'Dragon' long diagonal if Black's knight can go to d6 or b5. 22.Ka1 walks onto a dangerous x-ray (from Bg7) . This allows Black to get a perpetual with 22... Nb5 23. Qc4 Nd6. or a dynamically balanced endgame if White sacrifices his queen with 23.Nxb5 Bxc3+ This would be winning for white due to Nxc7 if White's king was on c1 , but Black takes White's queen with check. 24.Nxc3 22...Nb5 23.Nxb5 Rxb5 22...Bxc3? 23.Nxc7 23...Bxc3? 24.Nxc7 24.Bd4 Black can win his sacrificed pawn back but has insufficient compensation for the

exchange. White has consolidated his material advantage. Sicilian (1...c5): Theory-Dragon (11...Ne5): 12.Kb1 Nc4

[40] **18...Nh5** 19.Rd3 The move 19.Ka1!? played by So against Duda in 2019 might seem strange. It was the last high-level game in this line. This regrouping, however, scores very well in correspondence chess and looks very efficient.
19...Rc8 20.Qd2 Allowing the rook to swing over. 20...Qxc4 21.Rb3 Now the b-file is properly covered and Black doesn't have enough compensation for the exchange. Black lost all five correspondence games with this position. 1. Yugoslav Attack - 9. Bc4 O-Yugoslav Attack - 9.Bc4 Over
**19.Ka1** Ne8 20.Rb1 Now White gains some extra time thanks to the unfortunate check that Black had to give to regroup his pieces. 20...Rc8 21.Rb2 And the pretty break with 21...d5 doesn't work, as after 22.exd5 Nd6 23.c5 Nf5 24.c6 Black didn't have enough compensation and lost in Sanchez-Campbell, corr 2014. 1. Yugoslav Attack - 9. Bc4 O-Yugoslav Attack - 9.Bc4 Over

[41] **14.Bh6** Nc4 15.Bxc4 Rxc4 16.Bxg7 Kxg7 17.g4 hxg4 18.h5 Rh8 19.hxg6 fxg6 This position seems dangerous for Black, but White can only play for a draw. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

[42] **16...Nc4** 16...e6 is more resilient. 16...e6 intending 17...Qf6 is more common.
17.Bxc4 Rxc4 18.Bxg7 White removes Black's guard of the dark-squares. 18...Kxg7 18...Nxg7 19.Qh6 19.Rxh5 gxh5 20.Qg5+ White has a decisive attack. Sicilian (1...c5): Theory-Dragon (11...Ne5): 12.Kb1 Re8 White will play Qxh5 and Rh1 with a mating attack.
**16...Kh7** Black tries to force White into a decision of what to do with Bh6. This was Kasimdzhanov's CCStartBracketCCTeam Anand's!?CCEndBracketCC attempt to fix things. 16...e6 intending 17...♕f6 is more common. 16...Kh7 tries to force White into a decision with Bh6. 17.Bxg7 White wanted to trade dark-squared bishops anyways. 17...Kxg7 18.fxg4 18.Rxh5 ? gxh5 19.Qg5+ doesn't work due to 19...Ng6. 18.Rxh5 gxh5 19.Qg5+ doesn't work due to 19...Ng6. 18...Bxg4 18...Nxg4? 19.Rxh5! gives White a decisive attack
19.Nf5+ A thematic sacrifice to open the g-file. A tactical shot, opening even more files and diagonals. A thematic sacrifice to open the g file. 19...Bxf5 The best defense, but White is still significantly better. The best defense, but White is still significantly better. 19...gxf5? 20.Qg5+ Ng6 21.exf5 19...Kg8? 20.Qh6 Black lost a tempo and has to take Nf5 anyways 20.exf5 Rh8 Defending against the threat of Rxh5. Otherwise, fxg6 with Rxh5 would be decisive. Defending against the threat of Rxh5. Otherwise, fxg6 with Rxh5 would be desicive. 21.fxg6 White has other moves with more than full compensation for the 2 pawns, but this is the most convincing. White continues to open the position. 21...Nxg6 is forced. 21...fxg6 22.Ne4 followed by 23.Ng5 is decisive

White can easily continue the attack with moves like Rdf1 and Rhg1. Nd5 is sometimes an idea if Black retreats with ...Nf6 White is down 2 pawns but has at least 3 pawns worth of compensation and the game is likely to end in a decisive attack. Sicilian (1...c5): Theory-Dragon (11...Ne5): 12.Kb1 Re8 21...Nxg6 Black survives the first wave of the attack, but with all the open files on the kingside and such a discrepancy in the safety of the kings, White is having all the fun. The modern engines, which already understand that the king's safety is the number one priority, no longer approve this line for Black either.

[43] **17...g3** 17...Bh8 is another attempt to deviate from 17...Qf6 , but White's initiative is at least as strong after 18.Bg5! Bf6 18...Qb6 19.fxg4 and White can sac on h8 19.Bxf6 Qxf6 19...Nxf6 20.Qh6 Nh5 21.fxg4 wins 20.hxg4 Qf4 21.Qg2 18.Rxh5 Breakthrough! The simple 18.Nce2 intending Nxg3 is also good. 18...gxh5 19.Rxg3 Ng6 20.Nf5 White has a powerful initiative and Black can't take on f5 because of Rxg6 (Bb3 pins the f7 pawn) . White is also only down 2 pawns but he can immediately win the material back as he is threatening both the g7 bishop and the d6 pawn (forking Black's rooks) . 4. Theory: 10... Rc8 11.Bb3 Ne-White vs Dragon: 12.Kb1 Re8

[44] **19.Qxh6** If White's king was on b1 here, ...Qf4+ would trade queens, ending White's attack. 12. Kb1 was far more useful than 12...Re8. 19...Qg7 20.Qd2 Nf6 21.g5 Nh5 22.Nce2 White has a decisive attack. According to chess.com's database, White has won all the games in this position (11/11) . White's plan is to trade knights with Ng3, double rooks on the h file, trade queens (Qf4 with Qf6) , and checkmate Black on the h file. Black can't stop this without making serious concessions worth more than the pawn White sacrificed. White can either meet ...e5 with Nf5! (usually a decisive breakthrough) or Ne2-Nc3-Nd5 with good control of the d5 square. Stockfish doesn't immediately notice that White is winning but eventually realizes that White's attack is decisive. 22...Nc4 47.99 22...Kf8 23.Ng3 Nxg3 24.Rxg3 Ke7 25.Rd1 Red8 26.Rh3 Bc6 27. Rh4 a6 28.Qb4 Rc7 29.Rdh1 Nd7 30.Nxe6 fxe6 31.Rh7 Rg8 32.Rxg7+ Rxg7 33.Rd1 Kd8 34.Qxd6 Re7 35.e5 Be4 36.a3 Bf5 37.Ka2 Re8 38.Rd2 Kc8 39.c3 Nb8 40.Qb6 Nd7 41.Qd6 Nb8 42.Rd4 1-0, Sclacmender, J. 2204 - Herman, J. 2253, TCh-BEL 2016-17, Belgium BEL (2.8) , 2016.10.16 22... Bc6 23.Rh4 23.Ng3 Nxg3 24.Rxg3 Bxe4 25.Rh4 Bf5 26.Rg1 Rc5 27.a3 Bg4 28.Rhxg4 Nxg4 29.Rxg4 Qh8 30.Rg1 Qh3 31.Qf2 Re5 32.Rf1 Re7 33.Qf6 Rd7 34.Ba4 b5 35.Bxb5 Rb7 36.Bc6 Rc7 37.Rh1 1-0, Ortiz Suarez, I. 2543 - Arenas, D. 2443, Panam-Cont 2010, Cali COL (4) , 2010.11.18 23. Qe3 d5 24.Ng3 Nxg3 25.Rxg3 dxe4 26.Nxc6 Nxc6 27.Rgh3 Ne7 28.Qxe4 a5 29.Bxe6 fxe6 30.Qxe6+ 1-0, Konguvel, P. 2412 - Antonio, V. 2201, ch-Commonwealth, Delhi IND (9) , 2010.05.16 23...d5 24.Nf4 dxe4 24...Nxf4 25.Qxf4 Nc4 26.Rgh1 Qxd4 27.Qf6 1-0, Baratosi, D. 2390 - Secheres, Ad 2200, ch-ROU 2014, Targu Mures ROU (8.13) , 2014.05.01 25.Rxh5 gxh5 26.

g6 Nxg6 27.Ndxe6 fxe6 28.Nxe6 Rxe6 29.Bxe6+ Kh7 30.Bxc8 Qf6 31. Qe3 a6 32.Qh3 Kh6 33.Bf5 1-0, 22...Kf8 23.Ng3 Nxg3 24.Rxg3 Ke7 25. Rd1 Red8 26.Rh3 Bc6 27.Rh4 a6 28.Qb4 Rc7 29.Rdh1 Nd7 30.Nxe6 fxe6 31.Rh7 Rg8 32.Rxg7+ Rxg7 33.Rd1 Kd8 34.Qxd6 Re7 35.e5 Be4 36.a3 Bf5 37.Ka2 Re8 38.Rd2 Kc8 39.c3 Nb8 40.Qb6 Nd7 41.Qd6 Nb8 42.Rd4 1-0, Sclacmender, J. 2204 - Herman, J. 2253, TCh-BEL 2016-17, Belgium BEL (2.8) , 2016.10.16 22...Bc6 23.Rh4 23.Ng3 Nxg3 24.Rxg3 Bxe4 25.Rh4 Bf5 26.Rg1 Rc5 27.a3 Bg4 28.Rhxg4 Nxg4 29.Rxg4 Qh8 30.Rg1 Qh3 31.Qf2 Re5 32.Rf1 Re7 33.Qf6 Rd7 34.Ba4 b5 35.Bxb5 Rb7 36.Bc6 Rc7 37.Rh1 1-0, Ortiz Suarez, I. 2543 - Arenas, D. 2443, Panam-Cont 2010, Cali COL (4) , 2010.11.18 23.Qe3 d5 24.Ng3 Nxg3 25.Rxg3 dxe4 26.Nxc6 Nxc6 27.Rgh3 Ne7 28.Qxe4 a5 29.Bxe6 fxe6 30.Qxe6+ 1-0, Konguvel, P. 2412 - Antonio, V. 2201, ch-Commonwealth, Delhi IND (9) , 2010. 05.16 23...d5 24.Nf4 dxe4 24...Nxf4 25.Qxf4 Nc4 26.Rgh1 Qxd4 27.Qf6 1-0, Baratosi, D. 2390 - Secheres, Ad 2200, ch-ROU 2014, Targu Mures ROU (8.13) , 2014.05.01 25.Rxh5 gxh5 26.g6 Nxg6 27.Ndxe6 fxe6 28.Nxe6 Rxe6 29.Bxe6+ Kh7 30.Bxc8 Qf6 31.Qe3 a6 32.Qh3 Kh6 33.Bf5 1-0, Nasuta, G. 2331 - Secheres, Ad 2202, TCh-European Youth 2014, Iasi ROU (5. 4) , 23.Bxc4 Rxc4 24.b3 Rc5 25.Ng3 Nxg3 43.97 25...Nf4 26.Qxf4 Qxd4 27.Rg2 Rf5 28.Nxf5 exf5 29.Rd2 Qc3 30.Rd3 Qg7 31.Rdh3 fxe4 32.Rh7 1-0, Sowray, P. 2318 - Eckersley Waites, A. 2197, 4NCL 2009-10, Sunningdale ENG (10) , 26.Rxg3 Rec8 47.95 26...e5 27.Nf5 Bxf5 28.exf5 gxf5 29.g6 fxg6 30.b4 Rc7 31.Qd5+ Rf7 32.Rhg1 Kh8 33.Rxg6 Qf8 34.Rxd6 Rh7 35. a3 Qf7 36.Qb5 f4 37.Rf6 Qe7 38.Rf5 Qd7 39.Qxe5+ Rg7 40.Rh5+ 1-0, Berdayes Ason, Dylan Isidro 2111 - Batista, Geo 2251, 48th Capablanca Open II 2013, Havana CUB (9.11) , 2013.04.30 26...Bc6 27.Nxc6 Rxc6 28.Rgh3 Rec8 29.Qf4 Rc3 30.Rh6 1-0, Galopoulos, N. 2355 - Pavlidis, Ana 2340, 63rd Chessnale ch-GRE 2014, Athens GRE (2.3) , 27.Rgh3 e5 28.Rh4 exd4 43.99 28...f5 29.Qh2 1-0, Abreu Delgado, A. 2474 - Lorenzo de la Riva, L. 2407, XXXIII Open, Barbera del Valles ESP (3) , 29.Qh2 Kf8 30.Qxd6+ Kg8 31.Qxd7 d3 32.c4 Qc3 33.R4h2 b5 34.e5 Qxe5 35.Rh7 R5c7 36.Qd6 1-0, Judit Polgar vs Gregory Kaidanov (2010) Sicilian (1...c5): Theory-Dragon (11...Ne5): 12.Kb1 Re8 1-0, Judit Polgar 2687 - Gregory Kaidanov 2583, Sicilian Theme Match, Hilton Head USA (2) , 2010.02.23

[45] **13.h4** 13.a3 a5 14.e5 dxe5 15.Bxe5 Bc6 16.Qe3 Qe8 is quite comfortable for Black. 13...a5 14.h5 a4 15.Bxf6 Bxf6 15...exf6 may also hold the position for Black. 16.hxg6 e6 17.e5 Bg7 The engines claim that this position is a forced draw. Once again, Black players must know the theory by heart to survive. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4
**13.Bxa7** 13.a3 a5 14.e5 dxe5 15.Bxe5 Bc6 16.Qe3 Qe8 is quite comfortable for Black. Risky. 13th moves other than 13.♘d5 are at least equal for Black. 13.e5 dxe5 14.♗xe5 ♗c6 is equal 13.h4 a5 is dangerous for

White with Black's pawn storm coming so fast. 13...b4 14.Nd5 14.Ne2 Qa5 with good play for Black. 14.Ne2 Qa5 15.Bd4 Ba4 is dangerous for White 14...Nxd5 15.exd5 Qa5 16.Qe3 16.Bd4?! Rxc2+! 17.Bxc2 17.Kxc2 Bf5+ 17. Qxc2 Rc8 17...Qxa2 gives Black full compensation for the rook and White's position is very difficult. 16...Ba4 Black has counterplay here. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4 Black has a powerful initiative. He can play ...♗xb3 and double rooks on the c file with at least enough compensation for the sacrificed pawn.

[46] **14.Bxd5** Bxd4 15.Qxd4 a5 16.a3 Qc7 17.c3 b4 18.axb4 e5 19.Qe3 axb4 20.Kd2 Bc6 21.Bxc6 Qxc6 22.Ke2 bxc3 23.bxc3 1/2 : 1/2 Hracek - Markowski, Budapest 2000 - 79/(178) B 78/03

[47] **16...Qb6** CCStartBlockQuoteCC'This used to be considered too slow, but some correspondence players have tried to revive it based on some concrete ideas. White must tread surprisingly carefully in the next few moves, but once he sidesteps a couple of small tactical tricks, Black's play becomes increasingly artificial. The first point to mention is that Black's ...b4 advance will usually be met by the blocking a3-a4 since Black's queen no longer has access to the e8-square. To get around this difficulty, Black often tries to arrange a queenside breakthrough with ...Rb8, ...a5 and ...b4, which will force a queen exchange while avoiding any problem with his queenside structure in the endgame. As long as we can successfully deal with this idea, we should be able to count on a good position.' - GM Parimarjan NegiCCCCEndBlockQuoteCCC The main theoretical move is 16...Kg8!? preventing the Qd4+-idea. It also works in correspondence games, but I don't like the way play develops here. 'This used to be considered too slow, but some coorespondance players have tried to revive it based on some concrete ideas. White must trade suprisingly carefully in the next few moves, but once he sidesteps a couple of small tactical tricks, Black's play becomes increasingly artificial. The first point to mention is that Black's ...b4 advance will usuaully be met by the blocking a3-a4 since Black's queen no longer has access to the e8-square. To get around this difficulty, Black often tries to arrange a queenside breakthrough with ...Rb8, ...a5 and ...b4, which will force a queen exchange while avoiding any problem with his queenside structure in the endgame. As long as we can successfully deal with this idea, we should be able to count on a good position' - GM Parimarjan Negi 17.Rhe1 White centralizes his rook and threatens Black's e7-pawn. 17.h4 ? a4 ! 18. Ba2 Rxc2+ ! 19.Qxc2 19.Kxc2 ? Bf5+ 19...Rc8 favors Black because White's king is exposed and Black's pieces are active. And here Fier introduced a strong idea that has been suggested by engines and played in some rare correspondence games as well. White centralizes his rook and threatens Black's e7-pawn. 17.h4 ? a4 ! 18.Ba2 Rxc2+ ! 19.Qxc2 19.Kxc2 ? Bf5+ (Rc8 favors Black because White's king is exposed and Black's pieces are active.) 17.

h4 ? a4 18.Ba2 Rxc2 ! 19.Qxc2 19.Kxc2 ? Bf5+ (Rc8 favors Black as White's queen is exposed and his pawns are weak.) 17.g4 Rc7 followed by Rfc8 gives Black good counterplay. 17...Rc7 Black sacrifices a pawn for insufficient compensation. White's centralized pieces allow him to also fight for the initiative.

[ 17...h5 Securing the outpost on f5 for the bishop. 18.h3 *( 18.Rxe7 Bf5 19.c3 b4* Giving Black enough counterplay to equalize. 1. Yugoslav Attack - 9. Bc4 O-Yugoslav Attack - 9.B4 Overv *)* 18...h4 Keeping the control over the f5-square, even at the cost of a pawn. 19.Qd4+ Clever. In the endgame, Black will have two hanging pawns. Qxd4 20.Rxd4 And here Black can sacrifice the e7-pawn with g5 with or without the inclusion of the sequence 20...a4 21.Ba2 Bf5 22.c3 g5 . g5 21.Rxe7 Rfd8 22.Kd2 Kf6 23.Re3 Re8 And this position seems okay. Black has enough compensation for the pawn, as White's bishop is very passive and he is unable to create a passed pawn on the queenside. The engines confirm this verdict, or rather, the verdict is based on the engines' suggestions in the first place CCStartBracketCCchicken and egg story!CCEndBracketCC. 1. Yugoslav Attack - 9. Bc4 O-Yugoslav Attack - 9.Bc4 Over ]

[ 17...Rfe8 18.g4 White prevents ...Bf5. 18.Re2 preparing Rde1 makes sense but Black can prevent g4 with 18...h5 ! 18.Qxd4 Qxd4 19.Rxd4 would lead to a pleasant endgame if Black had already played ...b4 which would make a pawn weakness, but without the pawn weakness, Black is doing fine. 18.g4 prevents ... Bf5. 18.Re2 preparing Rde1 makes sense but Black can prevent g4 with ...h5! 18.Qd4+ Qxd4 19.Rxd4 would lead to a pleasant endgame if Black had already played ...b4 which would make a pawn weakness for Black, but without the pawn weakness, Black is doing fine in the endgame. 18.g5 prevents ...Bf5. 18.Re2 preparing Rde1 makes sense but Black can prevent g4 with ...h5! 18.Qd4+ Qxd4 19.Rxd4 would lead to a pleasant endgame if Black had already played ... b4 which would make a pawn weakness for Black, but without the pawn weakness, Black is doing fine in the endgame. b4 *( 18...Rb8* The only way to get counterplay. *19.Re4* Preventing Black's plan of ...a4 followed by ...b4. *f5* The only way to justify putting the rook on b8. *20.Rd4 b4* The only way to justify putting the rook on b8. *21.a4 fxg4 22.fxg4* White has pressure and can strengthen his position with h3 with Kb1 and Ka2. After prophylactically defending against any potential counterplay, White can triple rooks on the e-file with pressure against Black's backward pawn and can pawn storm the kingside to attack Black's exposed king. Black has no counterplay. Sicilian Theory-Topalov Dragon (11... Nxd4): M White has pressure and can strengthen his position with h3 with Kb1 and Ka2. After prophylactically defending against any potential counterplay, White can triple major pieces on the e file with pressure against Black's backward e pawn and can pawn storm the kingside to attack Black's exposed king. Black has no counterplay. *)* 19.a4 Qc5 20.Kb1 e5 21.dxe6 Bxe6 22.h4 Bxb3 23.cxb3 White has a better position due to Black's weak king and loose pawns. Anand - Tiviakov, Wijk aan Zee, 2001 Sicilian (1...c5): Theory-Topalov Dragon (11...Nxd4):

M White's position is better due to Black's weak king and loose pawn structure. Anand - Tiviakov, Wijk aan Zee, 2001 ]

18.Rxe7 Rfc8 19.Qf4 White is now threatening to take on f7. 19...Bf5 20.Rxc7 Trading pieces brings White closer to a better endgame because he is ahead a pawn. 20...Qxc7 21.c3 Black has no real compensation for the sacrificed pawn. Sicilian (1...c5): Theory-Topalov Dragon (11...Nxd4): M

**16...b4** Black's main continuation. Black sacrifices a pawn to open some files on the queenside and gain time attacking White's queen if White takes on b4. Black doesn't have any immidiate threats but if the queenside is opened, Black could rapidly bring pieces to the attack with moves like ...Rc5 with ...Qa8 and ...Rb8.

17.axb4 axb4 18.h4 White fights for the initiative. If Black tries to hang onto the pawn, White is likely to get the initiative. If Black doesn't try to hang onto the pawn, White can take it under more favorable circumstances. Black can try to fight for the initiative with ...Qa5 and ...Bf5 but White's king can make a run for it to the center or kingside, while Black's king is likely to be exposed after h4-h5. 18.Qxb4 is also playable but is riskier because White opens lines on the queenside which Black can use to attack. 18.Qxb4 is also playable. White declines the pawn sacrifice in order to fight for the initiative. White will sometimes take the b4 pawn under more favorable circumstances. Black can fight for the initiative with ...Bf5 and ...Qa5, but White's king can escape to the center and eventually the kingside if needed, while Black's king doesn't have the same sort of escape plan for when White opens the kingside with h5. 18...Bf5 [ 18...Qa5 19.Qd4+ f6 20.Rhe1 Rfe8 21.Kd2 White's king heads the the kingside. To prevent White's initiative from growing too strong, Black should trade queens. Qc5 22.Qxc5 dxc5 23.Bc4 White is better in this endgame. Black has some pawn weaknesses and White can improve the placement of all of his pieces and gain space on the kingside. Black has no counterplay. 5. Theory: 10...Rc8 11. Bb3 Nx-Topalov Dragon: 16...b4 with ]

19.Qxb4 White won the b4 pawn in a more favorable circumstance than on move 18 because White can gain a tempo on Bf5 with g4. 19...Qc7 20.c4 The c4 pawn is not easy to attack, and it provides plenty of room for White to regroup and start playing on the kingside. The c4 pawn is not easy to attack. It provides plenty of room for White to regroup and start playing on the kingside. 20...e5 This is Black's only way to generate counterplay. This is Black's only way to generate counterplay. 20...Rb8 21.Qc3+ followed by 22.g4 and 23.h5 20...e6 21.g4 traps Black's bishop 21.dxe6 Bxe6 22.Qc3+ Kg8 23.h5 Bxc4 23...d5 is stronger. 23...Bxc4 is refuted by the following sequence of moves. A decisive mistake. 23...d5 is better. 24.hxg6 fxg6 25.Rxh7 Qxh7 25...Kxh7 26. Rh1+ Kg8 27.Rh8+ Kf7 28.Rh7+ wins Black's queen due to the skewer.

26.Bxc4+ Black is forced to block on f7. 26...Rf7 allows 27.Bxf7+ followed by 28. Qxc8+ with an extra rook, while 26...Qf7 gives White a won rook endgame after 27.Bxf7+ Kxf7 28.Rxd6 Rxc3+ 29.bxc3 because White is ahead 2 pawns. White is winning because he will soon have a decisive material advantage. Sicilian (1...

c5): Theory-Topalov Dragon (11...Nxd4): M White has a decisive advantage. 26...Rf7 27.Bxf7+ followed by 28.Qxc8+ wins a rook

48 **17.Rhe1** If 17.h4 b4 18.axb4 axb4 19.h5 Bf5 , Black is just in time with his attack. 17...Rc5 A very important move to remember. 18.Re3 b4 The only move that gives Black a decent position.

[ 18...Qa8 This move is bad, although engines don't realize it immediately. 19.Rxe7 Bf5 20.g4 a4 21.gxf5 axb3 22.c3 Qc8 22...b4 23.f6 and White is close to mate. The threat is 24.Qh6. 23.Qd3 Black is big trouble. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4 ]

19.axb4

[ 19.a4 Qe8 20.Qe2 Bxa4 21.Rxe7 Qxe7 22.Qxe7 Bxb3 23.Rd2 Rfc8 Black has enough compensation for the queen. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4 ]

19...axb4 20.Qxb4 Qa8 An important theoretical position. Black was considered to be fine in this line in the past. 21.Bc4 A very tricky move. 21...Bf5 21...Rb8 22. Ra3 and White is a pawn up in the resulting endgame. 22.Ra3 Qc8 23.b3 Qc7 White has no direct threats and there is a long game to be played. The engines evaluate this position as +0.4 or +0.5 but it's nothing special. Black is fighting for a draw. Lesson 44: 2.Nf3 d6 Dragon-Dragon 6.Be3 Main Line 9.Bc4

49 **19.h5** Bf5 The most critical move according to Negi. If White does not take on b5, 19...Bf5 commits less than 19...Qa5 because Black might play ...Qc7 instead. The most critical move according to Negi. If White does not take the b4 pawn, ...Bf5 commits less than ...Qa5 because Black might play ...Qc7 instead.

[ 19...Qa5 Black brings a piece to the queenside and threatens ...Qa1#. Black brings a piece to the queenside and threatens ...Qa1 checkmate. 20.Qd4 White centralizes his queen, defending the b2 pawn in case Black plays ...Qa1+, and gives White's king an escape square on d2. Bf5 *( 20...Ba4* 20...Ba4 is the wrong way to target White's c2 pawn because Black needs to keep an eye on his h7 pawn as well. 20...Bf5 is stronger. *21.hxg6* White starts a series of forcing moves which give him a desicive advantage. *fxg6* 21...hxg6 allows checkmate on h8. *22.Rxh7 Kxh7 23.Rh1+ Kg8 24.Rh8+ Kf7 25.Qf4+ Kg7* 25...Ke8 26. Qxf8+ Rd7 27.Qxc8# 25...Ke8 26.Qxf8+ Kd7 27.Qxc8# *26.Qh6+ Kf7 27.Qh7+ Ke8* 27...Kf6 28.Qh4+ Kf7 29.Rh7+ Kg8 30.Qh6 White has a mating attack. *28.Bxa4+* The easiest win. 28.Qxg6+ also wins. This is the easiest win. 28. Qxg6+ also wins *Qxa4 29.Qxg6+ Kd7 30.Qe6+ Kc7 31.Rxf8 Rxf8 32.Qxe7+* White will take Black's rook with a decisive material advantage. Sicilian Theory-Topalov Dragon (11...Nxd4): 1 *)* 21.Kd2 White prepares to fight for a kingside initiative by taking defensive measures against Black's counterplay. White's king evacuates the queenside. It is safe in the center as White has so many centralized pieces. White's king can go to the kingside if needed. Rc5 The main move. Black aims to double rooks on the c file. *( 21...Rxc2+* An inaccurate sacrifice. 21...Rc5 is

stronger. *22.Bxc2 b3+ 23.Qc3 Qxc3+ 24.bxc3 Bxc2 25.Rde1* White is ahead an exchange for a pawn and has good winning chances. Sicilian Theory-Topalov Dragon (11...Nxd4): 1 *)* 22.hxg6 Provoking ...Bxg6. Black's Bishop is an important defender of the h7 pawn. Opening the h file lessens the effect of any pressure Black has on the c2 pawn because if Black takes on c2, he removes an important defender of the h7 pawn and helps White open the kingside. Bxg6 22...fxg6 isn't as strong because the h7 pawn is weaker. White should play the prophylactic 23. Rc1 to prevent any counterplay and improve his king safety with 24.Ke3. After this, Black doesn't have much to do and White can chase away Bf5 with g4 and fight for a kingside initiative. 23.Ke3 Preventing any tricks involving a sacrifice on c2 followed by ...b3+ Preventing any tricks envolving a sacrifice on c2 followed by ...b3+ Rfc8 23...Qc7 24.Rh4 is similar. 23...Qc7 24.Rh4 is similar 23...Qb6 24. Rd2 followed by Rh4 and Kf2 also gives White enough time to stabilize his position before fighting for a kingside initiative. 24.g4 Preparing f4-f5. White doesn't need to retreat his king more, it is safe in the center. White has a powerful initiative and can keep improving (Rd2 with Rc1 if needed to guard c2 if Black increases the pressure, White's king can escape to f2 if Black opens the center) and play f4-f5. 24...Bxc2 25.Bxc2 Rxc2 26.Qe4 favors White as Black can't protect h7. Sicilian Theory-Topalov Dragon (11...Nxd4): 1 Preparing f4-f5. White doesn't need to retreat his king more, it is safe in the center. White has a powerful initiative and can keep improving his position (Rd2 with Rc1 if needed to guard c2 if Black increases the pressure, White's king can escape to f2 if Black opens the center) and fight for a kingside initiative with f4-f5. 24...Bxc2 25.Bxc2 Rxc2 26.Qe4 favors White as Black can't protect his h7 pawn. ]

20.hxg6 It is useful to force Black to take with the bishop before taking on b4 because this reduces the effectiveness of Black's pressure on c2 (...Bxc2 trades an important defender of the h7 pawn) . It is useful to force Black to take with the bishop before taking on b4 because this reduces the effectiveness of Black's pressure on c2. ...Bxc2 trades an important defender of the h7 pawn

20...Bxg6 Black should always meet hxg6 with ...Bxg6 in order to defend the h7 pawn. Black should always meet hxg6 with Bxg6 in order to defend the h7 pawn.

21.Qxb4 White tries to punish Black for not playing ...Qa5. 21...Rb8 Forcing White's queen to a slightly inferior square.

[ 21...Qc7 22.Kd2 White utilizes a pin to indirectly defend the c2 pawn ...Bxc2 Rc1 . White utilizes a pin to indirectly defend the c2 pawn. Qa7 22...Bxc2 23.Rc1 23.Rhe1 Rb8 24.Qa4 Qf2+ 24...Qc5 25.Rxe7 transposes. 25.Re2 Qc5 26.Rxe7 Rfc8 27.Rde1 Black is down 2 pawns for unclear compensation as White can bring his king to the kingside (Ke2 with Kf1) and White is threatening to trade rooks with Re8+ (in some cases White can infiltrate on the 7th rank with Qd7) . Black's activity is enough to win back one of White's pawns but not enough to neutralize White's advantage. Sicilian Theory-Topalov Dragon (11...Nxd4): 1 Black is down 2 pawns for unclear compensation as White can bring his king to the kingside (Ke2 with Kf1) and White is threatening to trade rooks with Re8+ (in

some cases White can infiltrate on the 7th rank with Qd7) . Black's activity is enough to win Back one of White's pawns but not enough to neutralize White's advantage. ]

22.Qc3 22.Qd4 ?! runs into 22...e5 ! with the following point: 23.dxe6 ? Rxb3 ! 24. cxb3 Qg5+ 25.Rd2 25.f4 Rc8 25...Ra8 26.exf7+ Bxf7 Black has a powerful initiative. 22.Qh4 Qa5 23.Rd4 utilizes a common idea, but after 23...Qa1+ 24.Kd2 Qxb2 25.Rg4 Qg7 ! Black manages to defend. 22.Qd4 ?! runs into 22...e5 ! with the following point: 23.dxe6 ? Rxb3 ! 24.cxb3 Qg5+ 25.Rd2 25.f4 Rc8 Ra8 26.exf7+ Bxf7 and White is in serious trouble. 22.Qh4 Qa5 23.Rd4 utilizes a common idea, but after Qa1+ 24.Kd2 Qxb2 25.Rg4 Qg7 ! Black manages to defend 22...Qb6 Black activates his queen and prepares to bring his last rook into the game with ...Rfc8. 23.Rd4 A typical way of trying to consolidate. Rd4 blocks the Black Queen's path to f2. Rd4 also prepares Bc4 with b3, which is a common idea to try to hinder Black's queenside counterplay. White intends on playing Kd2 next. 23...Rfc8 24.Bc4 CCStartBlockQuoteCC 'Planting the bishop on c4 is a typical way to block the queenside. Now White is ready to improve his position with Kd2 CCStartBracketCC prefaced by b2-b3 if necessary CCEndBracketCC followed by the walking of the king to the kingside - perhaps throwing Re1 somewhere along the way. Black has no obvious targets to attack, and must instead shuffle his pieces around in a way that interferes with White's plans, which is not an easy thing to do when the clock is ticking. If and when the white king reaches safety, White will not only have and extra pawn, but also attacking chances with g2-g4 and f3-f4.' - GM Parimarjan Negi CCEndBlockQuoteCC White should avoid the temptation to trade rooks with 24.Rc4 because 24...Rxc4 25.Bxc4 Qf2 is fine for Black. CCStartBlockQuoteCC'Planting the bishop on c4 is a typical way to block the queenside. Now White is ready to improve his position with Kd2 CCStartBracketCC prefaced by b2-b3 if necessary CCEndBracketCC followed by the walking of the king to the kingside - perhaps throwing Re1 somewhere along the way. Black has no obvious targets to attack, and must instead shuffle his pieces around in a way that interferes with White's plans, which is not an easy thing to do when the clock is ticking. If and when the white king reaches safety, White will not only have an extra pawn, but also attacking chances with g2-g4 and f3-f4.' - GM Parimarjan Negi CCEndBlockQuoteCC White should avoid the temptation to trade rooks with 24.Rc4 because 24...Rxc4 25.Bxc4 Qf2 is fine for Black. White should avoid the temptation to trade rooks with 24. Rc4 because 24...Rxc4 25.Bxc4 Qf2 is fine for Black. 'Planting the bishop on c4 is a typical way to block the queenside. Now White is ready to improve his position with Kd2 (prefaced by b2-b3 if necessary) followed by the walking of the king to the kingside - perhaps throwing Re1 somewhere along the way. Black has no obvious targets to attack, and must instead shuffle his pieces around in a way that interferes with White's plans, which is not an easy thing to do when the clock is ticking. If and when the white king reaches safety, White

will not only have an extra pawn but also attacking chances with g2-g4 and f3-f4. ' - Parimarjan Negi 24...Ra8 25.Kd2 e5 A crucial move. If Black continues slowly, White will have a great position. 26.dxe6 d5 The only move which does not immidiately lose. 27.Rxh7 To defend this position, Black has to find some computer-generated ideas. ...Bxh7 allows Rg4+ and ...Kxh7 allows Rh4+. 27. exf7+ Kf8 28.b3 Ra2 29.Rd3 is another wild computer line that ends in a draw. 27...fxe6 27...f6 is stronger. 27...fxe6 is not losing by force, but White can force an advantage.

[ 27...f6 Blocking the long diagonal. 28.Rh6 Bf5 Black's only move to draw. Black prevents Rg4+. 29.f4 White has alternatives at this point, it is Black who should be careful. White has alternatives at this point. It is Black who should be careful. Ra7 White was threatening 30.Qg3+ 30.e7 White prepared Bxd5+ dxc4 30...Rxe7 ? 31.Qg3+ Rg7 32.Bxg5 wins. 30...Rxe7 ? 31.Qg3+ Rg7 32.Bxd5+ wins 31.g4 Rd7 Virtually forced, Black needs to pry open the a7-g1 diagonal in an attempt to give perpetual check with his queen. Moves besides 31...Rd7 and 31...Qxd4 allow White to maintain his powerful initiative without sufficient compensation. 31... Qxd4+ 32.Qxd4 Rd7 33.c3 is a pleasant endgame for White. Black's bishop was guarding the kingside. If Black retreats with 31...Be6 then White has several dangerous attacking ideas such as 32.Rxf6 32.Rg6+ 32.f5 32.Rxd7 Qf2+ 33.Kc1 The game will end in a draw due to perpetual check after 33...Bxd7 34. Rxf6 Qf1+. Sicilian Theory-Topalov Dragon (11...Nxd4): 1 The game will end in a draw due to perpetual check after 33...Bxd7 34. Rxf6 Qf1+. ]

[ 27...Bxh7 A losing mistake. 27...f6 is stronger. A losing mistake. 27...f6!! is best. 28.Rg4+ Bg6 29.exf7+ Kxf7 30.Bxd5+ Ke7 31.Qg7+ Kd8 32.Rd4 Catching Black's king while preventing ...Qf2+. White has a decisive attack. Sicilian Theory-Topalov Dragon (11...Nxd4): 1 Trapping Black's king while preventing ...Qf2+. ]

28.Ke2 Preparing to move Rd4 by preventing ...Qf2+. 28...e5 28...dxe4 ? 29.Rd8+ followed by 30.Qg7# or 30.Qh8# 29.Bxd5+ Kxh7 30.Rh4+ Kg7 31.Qxe5+ Qf6 32.Qxf6+ Kxf6 33.Bxa8 White has 4 pawns for the bishop. Because the pawns are not very far advanced, Black might be able to draw this endgame, but he has a long and hard defensive task ahead. Sicilian (1...c5): Theory-Topalov Dragon (11...Nxd4): 1

50 **16.--** In the fourth game of his match with Korchnoi (Moscow 1971) he tried 16.Bh6 Nxe4 17.Qe3 Rxc3 18.bxc3 Nf6 19.Bxg7 Kxg7 20.Rh2 , but after Qc7 ! 21.Qxe7 Qxc3 22.Qxd6 Rc8 Black could have defended, and against Ivkov (Amsterdam 1974) - 16.Nd5. But soon afterwards in the Karpov-Korchnoi match (Moscow 2nd matchgame 1974) there occurred 16.Nde2 ! Qa5 17.Bh6 Bxh6 18.Qxh6 Rfc8 19.Rd3 ! R4c5 ? 20.g5 ! Rxg5 21.Rd5 ! Rxd5 22.Nxd5 Re8 23.Nef4 Bc6 24.e5 ! with a spectacular rout.
**16.Nb3** Re8 17.Bh6 Bh8 18.Bg5 Qc8 19.Rh4 Rxc3 Better is 19...Nxg4 20. fxg4 Bxg4 21.Re1 h5 with an unclear position. 20.bxc3 Be6 20...Nxg4 was still better. 21.Rdh1 Threatening 22.Rxh7 Nxh7 23.Qh6 winning. 21...Bg7 22.e5

This keeps Black's King Bishop tame. 22...dxe5 If 22...Nd5, then 23.Rxh7 Bxe5 24.f4 followed by Qh2 wins. 23.Bxf6 Bxf6 24.Rxh7 Qc4 Threatening to stop White's attack by exchanging Queens with 25...Qf4. 25.Kb1 Qf4 If 25...Bg7, then 26.Rxg7+ Kg7 27.Qh6+ Kf6 28.g5+ Kf5 29.Rg1 wins. 26.Qg2 Bg7 27.Qh3 f5 28.Nc5 Bc8 If 28...Bd5, then 29.Nd7 threatening 30.Rxg7+ wins. 29.gxf5 Bxf5 29...Qxf5 would have held out longer although White is winning after 30.Qh4 followed by Ne4. 30.Ne6 Bf6 31.Rg7+ Bxg7 32.Qh7+ Kf7 33.Nxg7 Kf8 34.Qh8+ Kf7 35.Qxe8+ Kxg7 36.Qxe7+ Kg8 37.Rd1 Black Resigns. There is no defense to 38.Rd8#. 1-0 (37) Short,N-Khalifman,A Germany 1991

51 **19.Rd3** 'Up till this point both players had been moving almost instantly, but here Korchnoi thought for a long time. And indeed, he had something to think about... The novelty 19 Rd3, overprotecting the c3-point, in a number of variations simultaneously frees the knight at e2 for the attack.' (Karpov) At the start of a match Korchnoi used to employ a risky strategy, based on the one-off employment of rare openings in his repertoire. This was apparently how he conceived the idea of playing the 'Dragon', which at that time had the reputation of being a complicated variation, with numerous positions lacking a clear evaluation. During the three previous years he had employed it in only three games, but what games ! Twice in his Candidates match with Geller (1971) and a month before that in the 5th game of a training match with... Karpov. Therefore the appearance of the 'Dragon' was predictable, and Karpov's powerful team had prepared their protege well, in addition developing a new plan for White. To all appearances, Korchnoi's preparation for the duel with his young opponent was not so thorough and deep. Meanwhile, analysis shows that 19.Rd5 , which before this game was considered the main move, is no less effective than Karpov's novelty, the main virtues of which are its unexpectedness and the enhanced solidity of the white king's shelter. Botvinnik writes that Black had a choice between a slightly inferior endgame after 19...Qd8 and the complications following 19...R4c5 ? , 'which, apparently, were what Korchnoi had in mind.' However, there are no 'complications' after the obvious 20.g5 Nh5 21.Nf4. But 19...R8c5 can be considered: 20.g5 Nh5 21.Rxc5 Rxc5 ! 21...Qxc5 ? 22.Nd5 Rxc2+ 23.Kd1 ! is bad for Black 22.Nf4 Rxg5 23.Ncd5 Rxd5 24.Nxd5 Qd8 - Black's position is not easy to breach. It only remains to study 19.Rd5 Qd8 more carefully. Chumak, and later Botvinnik, considered only 20.g5 Nh5 21.Nf4 Qf8 22. Qxf8+ Kxf8 23.Nxh5 gxh5 24.Rxh5 Kg7 with somewhat the better ending for White. After 19.Rd5 Qd8 the energetic 20.e5 dxe5 21.Rd2 is more dangerous (for White too !) . Karpov looked only at 21.g5 Nh5 22.Ng3 Qf8 23.Rxh5 gxh5 24.Rxd7 Qxh6 25.gxh6 with the evaluation: 'the outside passed pawn gives Black good counter-chances.' This is indeed so, since the h-pawn suddenly becomes fearfully strong: 25...h4 ! 26.Nf5 Kf8 27.Rxe7 h3 28. Rxe5 R8c5 29.Rxc5 Rxc5 30.Ng3 h2 and it is now White's position that

gives some cause for alarm. After 21.Rd2 it is bad to play 21...Qe8 ? because of 22.Nd5 ! , but 21.Rd2 Qf8 22.Qxf8+ Rxf8 23.g5 Bc6 24.gxf6 exf6 leads to a complicated endgame. 21...Qc7 ! 22.Nd5 Rxc2+ 23.Kb1 Rxd2 24.Nxc7 Rxe2 25.Nd5 Re8 is even more promising, as played in one correspondence game. Black's excellent compensation for the queen allows him to think of more than a draw. 20. g5 is definitely stronger than 20. e5, but Black's choice between 19... Qd8 and 19... R8c5 is not so obvious. Black has no counterplay due to White's defensive moves Nde2 and Rd3. Now White can finish Black off without having to calculate complex variations Where Black gets counterplay. Karpov uncorks a massive theoretical novelty - an extremely strong move. White would have liked to play either 19. Nd5 or 19. g5 but isn't properly prepared. After 19. Nd5, White would be ready for either 20. Nxf6+ to munch the h7-pawn, or the simple 20. Nxe7+ to grab the c8-Rook. The problem is that Black's counterplay would be too swift: 19.Nd5? Rxc2+ 20.Kb1 Qb5! 21.b3 Qxe2 - Black's major pieces on the second rank would mate first. In a typical variation, 19.Nd5? Rxc2+ 20.Kb1 Qb5! 21.Nxf6+ exf6 22.Qxh7+ Kf8 23. Qh8+ Ke7 Black's King would skip away from the kingside. The second attacking choice, 19.g5 also would miss the mark; the moves 19...Nh5 20.Nf4 Rxc3 would lead to two losing variations for White: • Moves 21.bxc3 Qxc3 22. Rh2 Qe3+ 23.Kb1 Qxf4 would win material for Black and stop White's attack cold. • The sequence 19.g5 Nh5 20.Nf4 Rxc3 21.Nxh5 Rxc2+ 22.Kb1 gxh5 23.Rxh5 Bf5! covering the h7-pawn 24.exf5 Qxf5 25.g6 Rc1 would lead to checkmate. These variations show that sacrifices against the c3-Knight are the source of Black's counterplay. By overprotecting the c3-Knight, White stops Black's tactics. He intends to pursue his attack with g4-g5 and Ne2-f4 without distractions. Recognizing that the move 19. Rd3 is a novelty, what had been previously analyzed as the best choice for this situation? GM Mikhail Botvinnik suggested 19.Rd5 Qd8 of course 19...Nxd5?? 20.Qxh7+ Kf8 21. Qh8 would be a quick checkmate 20.g5 Nh5 21.Nf4 Qf8! 22.Qxf8+ Kxf8 23. Nxh5 gxh5 24.Rxh5 , winning back the pawn with a slightly better ending for White. Karpov also thinks that this ending is better for White, and he aims for the same ending, but prefers that the d1 Rook go to d3 and not to the d5-square. An important nuance, as we shall see. 19...R4c5 The first independent move - and immediately a decisive mistake. After thinking for more than half an hour in an unfamiliar and undoubtedly critical situation, out of four possibilities Korchnoi chose the one that led most quickly and by force...to a loss ! Karpov agrees with Botvinnik, that the best practical chance was 19...Qd8. 'Black has nothing worse to fear than a slightly inferior endgame.' (Botvinnik) He obviously had in mind 20.g5 Nh5 21.Nf4 Qf8 22.Nxh5 Qxh6 23.gxh6 gxh5. The argument about the virtues of this endgame ceased to be topical after Shamkovich published a new idea - 19...Qd8 20.Nd5 ! Rxc2+ some consider that 20...e6 21.Nxf6+ Qxf6 22.Qxh7+ Kf8 is safer, although after 23.c3 White's initiative is undisputed 21.Kb1 e6 22.Ndc3 ! Black loses the exchange, gaining two

pawns in return - which would be quite sufficient, except that the initiative remains with White. Let us examine the consequences of 19...R8c5 , which before the match Karpov and his trainers considered to be best. Indeed, after 20.g5 Nh5 but not 20...Rxg5 21.Rd5 ! 21.Nf4 the variations 21.Ng3 Rxc3 22.Rxc3 Rxg5 things are simpler for White after 22...Rxc3 23.Nxh5 ! gxh5 24.Qxh5 Kf8 25.Qh6+ Ke8 26.Qxh7 Qxg5+ 27.Kb1 e5 28.bxc3 23.Nf5 Rxf5 24.exf5 Qxf5 24...Bxf5 ?? 25.Rxh5 gxh5 26.Qg5+ Kf8 27.Rc8+ 21... Rxc3 22.Rxc3 Rxg5 23.Nd5 Rxd5 24.exd5 Qxd5 lead to similar positions with an unusual balance of forces, making it hard to give a categorical evaluation. Although, of course, it is better to be playing White. Neither Karpov nor Botvinnik even mentions 19...Be6 !? , a very natural way of defending: 20. g5 Nh5 21.Ng3 Qe5 ! 22.Nxh5 gxh5 23.Qxh5 Qg7 ! Here 24.f4 suggests itself, but 24...d5 ! 25.Rhd1 ! Qf8 ! 26.exd5 Bf5 promises Black counterplay - for example, 27.Rd4 Rxc3 ! 28.bxc3 Rxc3 29.R1d2 Qc8 30.Qe2 Qc5. Supposedly defending against White's threat of g5. But this is too slow - White can play it anyways. This is Black's only mistake this game except for not playing the accurate 10...h5 or 12...h5 but it was enough to lose. 19...Qd8 is stronger, but White still has a huge attack on the h file and can play 20. g5 Nh5 21. Nf4 White is significantly better but is probably not winning because in some lines Black can give back the pawn (and get a worse pawn structure) with ...Qf8 trading queens. Supposedly defending against White's threat of g5. But this is too slow - White can play it anyways. This is Black's only mistake this game except for not playing the accurate 10...h5 or 12...h5 but it was enough to lose. 19...Qd8 is stronger, but White still has a huge attack on the h file and can play 20. g5 Nh5 21. Nf4 20.Nd5 is another strong way to continue the attack White is significantly better but is probably not winning because in some lines Black can give back the pawn (and get a worse pawn structure) with ...Qf8 trading queens. Black loses brilliantly. This single misstep is the only mistake of the game! It demonstrates the intense, keen-edged nature of the position and that of King Pawn Openings in general. Black had to accept the disagreeable ending: 19...Qd8 20.g5 Nh5 21.Nf4 Qf8 22.Qxf8+ Kxf8 23. Nxh5 gxh5 24.Rxh5 Kg7 would have allowed White to continue with 25.Rh2 , defending the c2-pawn and following with Nc3-d5. Besides this, the Rook on d3 would allow White to move Rd3-b3, swinging over to the queenside. Black had to make the retreat ...Qa5-d8 and ...Qd8-f8 because of White's threat of 20. g5 Nh5 21. Nf4, thereby crashing through on the h-file. Besides securing this ending, White also would have a chance to use the d-file to win material. GM Mikhail Botvinnik cites two variations, both of them satisfactory for Black, to follow 19...Qd8 20.e5!? dxe5 • The sequence 21.Ng3 Qf8 22.Qxf8+ Rxf8! 23.g5 Bc6! 24.gxf6 exf6 would work well - Black would have three pawns and a whopping kingside majority for his piece. Botvinnik considers Black to have the edge in this variation. • The sequence 19...Qd8 20.e5!? dxe5 21.g5 Nh5 22. Ng3 Qf8 23.Qxf8+ Kxf8 24.Nxh5 Bf5! 25.Ng3 would allow Black two pawns

and a Rook for two Knights. Botvinnik thinks this variation to be equal, but I prefer Black's position. This tactical ploy of e4-e5 opening up the d-file often occurs in the Dragon variation. Korchnoi's mistake - 19 ...R4c5? was completely understandable. White's threat of g4-g5 is hanging over his position like the sword of Damocles. By preventing this move, it appears that Black has obtained a completely satisfactory game. Given time, he needs only to play ...Bd7-e6 to recharge his own queenside attack. Supposedly defending against White's threat of g5. But this is too slow - White can play it anyways. This is Black's only mistake this game other than not playing the accurate 10... h5 or 12... h5 (these moves have their dangers as well) but it was enough to lose. 19...Qd8 is stronger, but White still has a huge attack on the h file and can play 20.g5 Nh5 21.Nf4 Black is forced to trade queens to prevent White's attack from becoming decisive. 21...Qf8 22.Qxf8+ Kxf8 23.Nxh5 gxh5 24.Rxh5 White is much better in this endgame due to his superior pawn structure. 20.g5 'After thinking for 18 minutes in search of a refutation of 19... R4c5, I found a fine forcing combination.' (Karpov) Sacrificing a pawn. A brilliant shot from out of the blue. Black's last move was specifically designed to stop this threat, but White carries it out anyway. White tries to lure Black's c5-Rook off the c-file and onto the vulnerable g5-square. White would dearly love to play 20.Nd5 , but as we've seen, 20...Rxc2+ would be good for Black. Sacrificing a pawn to prepare Nd5 (removing the defender of Black's kingside) without allowing ...Rxd5. 20...Rxg5 20...Nh5 also loses in view of 21.Nf4 ! Rxc3 21...Rxg5 22.Rd5 ! Rxd5 23. Ncxd5 Qc5 24.Nxe7+ Kh8 25.Nxc8 22.Rxc3 Rxc3 23.Nxh5 ! gxh5 24.Qxh5 Kf8 25.Qh6+ Ke8 26.Qxh7 Be6 27.Qh8+ Kd7 28.Qxc3. 20...Nh5 21.Nf4 Gives White a winning attack. Black has to accept the second pawn sacrifice. The alternative move would have been doomed: 20...Nh5 21.Nf4! Rxg5 the pawn is captured anyway 22.Ncd5 Rxd5 23.Rxd5 Qxa2 24.Rhxh5 Qa1+ 25. Kd2 gxh5 26.Rg5+ , with mate at the next move. 20...Nh5 21.Nf4 White has a winning attack. 21.Rd5 A marvelous follow-through. The Rook can now be captured in three different ways, but all captures are losing for different reasons.

21...Rxd5 Black chooses the least of the three evils. The other two would have been more costly: 21...Nxd5? 22.Qxh7+ , and mate would be next 21...Qxd5? 22. Nxd5 would cost the Queen, and White's attack would continue. All other moves, such as 21...Rc5 22.Qxg5 Nxd5 23.exd5 , would cost Black a piece. White would then reset with Qg5-h6, producing a mate on the h-file. This tactical explosion on the d-file recalls a comment made by Swedish GM Ulf Andersson, who is extraordinarily insightful concerning defense. When asked his opinion about the Dragon, he commented, 'Black's d5-square is too weak.' His words are prophetic. 22.Nxd5 Preparing to remove the defender of the h7 pawn with Nxf6+. At last - White has been itching to play this move. Now that Black's pressure on the c2-pawn has been neutralized, the c3-Knight springs into action. Black's sensitive f6 and e7 points need help. White prepares to remove the defender of Black's h7-pawn with Nxf6+. 22...Re8 22...Nxd5 fails to 23.Qxh7+

Kf8 24.Qh8# 22...Nxd5 23.Qxh7+ Kf8 24.Qh8# This move protects the e7-pawn. Now the question of who has the initiative is no longer in doubt. Black has given up on his attack while White is still cranking up the pressure against Black's King. Black would have dearly loved to play 22...Qxa2 , munching a pawn while going after White's King. But 23.Nxe7+ Kh8 24.Nxc8 Bxc8 25. Nc3! Qa1+ 26.Kd2! Qxb2 27.Qf8+ Ng8 28.Qxc8 would cost Black a whole Rook. The other defensive reaction, 22...Qd8 , doesn't help either: 23.Nef4! Rc5 trying to eliminate the d5-Knight Chessable: engines defend with 23...e6 and White is still winning, but not as cleanly, see below 24.Nxf6+ exf6 25. Qxh7+ Kf8 26.Nxg6+! a tremendous blow - Black's King would no longer have a pawn shield 26...fxg6 27.Qh8+ Ke7 28.Rh7+ separating King from Queen. After winning Black's Queen, White's attack would continue. Chessable: after 22...Qd8 , 23.Nxf6+ exf6 24.Nf4 is the correct move order and White wins on the spot. 22...Nxd5 loses to 23.Qxh7+ Kf8 24.Qh8# 23.Nef4 Preparing to take on f6, take on h7 and play Nd5 (before or after Qh8+) cutting off the Black king's escape squares. Preparing to Nxf6+ followed by Qxh7+ and Nd5 (cutting off Black's escape square on e7) before or after Qh8+ Finely played - White would have been cashing in his chips early with 23.Nxf6+? exf6 24.Qxh7+ Kf8 25.Qh8+? Ke7. Black's King would have scampered away, freed by the syndrome of 'Patzer sees check, patzer plays check.' Black's King is going nowhere, so White needn't rush matters. Also note that the text rules out the defense 23.Nxf6+? exf6 24.Qxh7+ Kf8 25.Nf4 Qg5! pinning the f4-Knight. After the text, White intends to continue with a trade on f6 and then to play Nf4-d5, setting up all kinds of beautiful mates. White prepares to to take on f6, take on h7 and play Nd5 (before or after Qh8+) cutting off the Blacks king's escape squares. 23...Bc6 'Otherwise Nxf6+ and Nd5 with mate. If 23...Be6 I had prepared 24.Nxe6 fxe6 25.Nxf6+ exf6 26.Qxh7+ Kf8 27.Qxb7 Qg5+ 27... Qg5+ 28.Kb1 Re7 29.Qb8+ Re8 30.Qxa7 but not 30.Rh8+ ?? Kg7 , and in view of the threat of ...Qg1 mate it is Black who wins 30...Re7 31.Qb8+ Re8 32.Qxd6+. A rare and distinctive type of 'windmill'!' (Karpov) True, 28.Kd1 ! is simpler. Black desperately tries to prevent the previously mentioned threat. The other possibility would be neatly undone: 23...Be6 24.Nxe6! threatening Qh6-g7 mate 24...fxe6 25.Nxf6+ exf6 26.Qxh7+ Kf8 27.Qd7! with the threat of Rh1-h8 mate. Black is helpless - analysis by GM Mikhail Botvinnik. 24.e5 Cutting off the black queen's path to the kingside. 'The attacking mechanism demonstrated by Karpov, with the main blows being landed on the 5th rank, occurs here for the first time and creates a highly artistic impression.' (Petrosian) White fails to win by 24.Nxf6+ exf6 25.Nh5 Qg5+ ! 26.Qxg5 fxg5 27.Nf6+ Kg7 28.Nxe8+ Bxe8 (Karpov) 29.Rd1 f5 30.Rxd6 Bc6. Interference - preventing Black's queen from guarding the 5th rank. An interference tactic - preventing Black's queen from guarding the 5th rank. Karpov uncorks a tactical shot to wrap up the game: another marvelous pawn sacrifice. This time White closes off the fifth rank preventing a ...Qa5-g5+

defense. As before, 24.Nxf6+ exf6 threatening ...Qa5-g5 25.Qxh7+ Kf8 allows Black's King an e7-square exit. White could win an exchange with 24. Nxf6+ exf6 25.Nh5 , threatening Qh6-g7 mate. But Black could play 25... Qg5+! 26.Qxg5 fxg5 27.Nf6+ Kg7 28.Nxe8+ Bxe8 , and White would have won a battle but have lost the war. Black's kingside pawn majority would offer comforting compensation. With the text, White simply threatens e5xf6 , after which Black's King would be quickly mated. An interferance tactic which prevents the Black queen from guarding the 7th rank. 24...Bxd5 24...dxe5 25. Nxf6+ exf6 26.Nh5 gives White a winning attack. Other captures all would have allowed mate: • 24...dxe5 25.Nxf6+ exf6 26.Nh5! gxh5 27.Rg1+ and mate next move. • 24...Nxd5 25.Qxh7+ Kf8 26.Qh8 - mate would be even quicker. 24...dxe5 25.Nxf6+ exf6 26.Nh5 White has a winning attack. 25.exf6 Once again White threatens Qh6-g7 mate. 25...exf6 This is the only way to stop mate. With ...Re8-e1+ subsequently, Black himself could now threaten mate! White is on the move and has to make everything count. 26.Qxh7+ Of course, not 26.Nh5 ?? Re1+. White crashes through at last. Black's King is driven into the center of the board. This is the crowning achievement of a strategy nearly twenty moves old. It makes you wonder how far ahead grandmasters prepare their combinations! 26...Kf8 Will Black escape the kingside? He still has the miracle shot ...Re8-e1+ ready. 27.Qh8+ Black resigned in view of 27...Ke7 28. Nxd5+ Qxd5 29.Re1+. Then, after three draws, Karpov also won the 6th game: on this occasion Korchnoi answered with the exotic for him 1... e5 2 Nf3 Nf6 and quickly ended up in a difficult position. After this he finally switched to the well-tested French Defence and did not lose again with Black, displaying remarkable willpower and tenacity. Beginning with the 7th game, there followed a series of nine successive draws ! In the 13th, the most exciting and hard-fought, Karpov played recklessly for a win in a time scramble and was nearly made to pay for it. After missing a win on the 34th move, during the resumption Korchnoi tried for a long time to make something of his remaining advantage, and created a dangerous passed a-pawn, but Karpov defended excellently and gained a draw on the 97th move.In the opening of the 17th game (a Catalan) Korchnoi gained an obvious advantage, but he delayed somewhere and in search of ways to strengthen his position he ended up in severe time-trouble. On the 30th move he made a crude oversight, lost material, and was forced to resign immediately after the time control. The score became 3-0 in Karpov's favour, or, counting by the old regulations, 10-7.And Anatoly decided that the matter was settled: 'After this the match should have finished somewhere around the 20th game... Why didn't this happen ? It was all because of the 'seditious' thought: the match is decided, so why are any additional efforts needed; all I have to do is turn up and sign the score-sheets of the last few games...' But years later he admitted: 'I decided that it was time to remember about Fischer, that for the battle with him I had to preserve both strength, and ideas. Confidence developed into assurance: I already felt that I was the winner.'

Anatoly the Twelfth-67. Karpov,A Black resigns. 27...Ke7 28.Nxd5+ Qxd5 29. Re1+ wins Black's rook or queen. Black resigns. 27... Ke7 28. Nxd5+ Qxd5 29. Re1+ wins Black's rook or queen. The final position. Black resigns. Korchnoi now gives up as he realizes 27...Ke7 28.Nxd5+ Qxd5 or 28...Kd8 29.Qxf6+ , and Rh1-d1 is an extra Knight for White 29.Re1+ will force either the loss of his e8-Rook, or after 29...Qe5 30.Rxe5+ , the loss of his Queen. The game proved an impressive example of how to storm a fianchettoed King's position; following his loss, Korchnoi virtually gave up playing the Dragon for the rest of his career. The tumultuous match itself set off a historical chain of events. Karpov went on to win the match 12 1/2 - 11 1/2 and became the FIDE challenger. After Bobby Fischer forfeited in 1975, Karpov was proclaimed the new FIDE champion. Several years later, Korchnoi would defect to the West. Later, in 1978 and 1981, Victor Korchnoi again became the FIDE challenger to Anatoly Karpov. I joined Korchnoi's team as a coach for his 1981 match in Merano, Italy. While driving through the Austrian Alps, I asked him how history would have changed had he won the 1974 match. He told me that Karpov would be in the car.

52 **13.g4** Due to this being effectively countered, theory moved on to try to prepare this move with Bg5 and Kb1. 13...hxg4 14.h5 Nxh5 15.Bh6 15.Rhg1 is the main alternative. 15...e6 16.Rdg1 Qf6 17.Bxg7 17.fxg4 allows Black to trade queens: 17...Bxh6 18.Qxh6 Qf4+ 19.Qxf4 Nxf4 This would not have been possible if White's king was on b1. 17.fxg4 allows Black to trade queens: 17... Bxh6 18.Qxh6 Qf4+. This would not have been possible if White's king was on b1. 17...Qxg7 18.fxg4 Nf6 19.g5 Nh5 20.Nce2 White intends Ng3 and has full compensation for the pawn, but Black has an extra tempo to attack compared to the lines with 12.Kb1 Re8 13.h4 (Black's resources include ...Rc5 with ...Rfc8 and ...a5-a4) as White should play Kb1 soon here because it is far safer on b1. It is better to play Kb1 earlier (move 12) because Black doesn't have as useful of a waiting move - Kb1 is useful in lines because it is safer there - and White can choose his attacking plan based on what Black plays. If Black plays a slow move or a move that would not be useful in this position, then White should play 13.h4 h5 14.g4 with a powerful attack. Sicilian Theory-Dragon (11...Ne5): Why not 12

53 **15.Nde2** 15.Bh6 loses to 15...Rxd4 15.Bh6 loses to 15...Rxd4. 15...b5 16.Bh6 Qa5 Black has excellent counterplay. 17.Bxg7 Kxg7 18.Nf4 Rfc8 19.Ncd5 Qxd2 19...b4 Keeps the queens on board with an unclear position. 19...b4 keeps the queens on the board with an unclear position. 20.Rxd2 This endgame is equal but Black won in Anand vs Kasparov (1995, World Championships, 11th game) . This equalizer was shown in Garry Kasparov's book 'Revolution in the 70s'. Sicilian Theory-Dragon (11...Ne5): Black's eq

[54] **19.h5** gxf3 20.h6 Nxe4 Suicidal is 20...Bh8 21. h7+ Nxh7 22. Rxh7 Kxh7 23. Qh2+ Kg8 24. Rh1. 21.hxg7 Nxd2+ 22.Nxd2 Rg4 23.gxf8Q+ Kxf8 So far identical to Popovich-Soltis, Marshall Club Championship, USA 1976, which also ended in Black's favor. If White had some improvement in mind, what is it? 24.Nb3 Ke7 25.Rd2 b5 26.a3 a5 27.Rhd1 b4 28.axb4 axb4 Materially, White's rook and two knights are more than enough for the queen. Yet Black's kingside pawns are decisive. 29.Nd5+ Bxd5 30.Rxd5 Rg2 White resigns. An amazing win. In 1938 Plater-Ropstorff continued with one more move (31. c3 f2) before White threw in the towel. 0-1 (30) Engbersen,J-Simmelink,J Marl Via 1993

[55] **14.f4** A natural move to try to fight for the initiative. White prepares e5. 14...Nc4 15.Qd3 Ng4 15...b5 16.e5 is dangerous for Black in most variations, though Black should have dynamic equality after 16...Ng4 15...b5 16.e5 is dangerous for Black in most variations, but 16...Ng4 should give Black dynamic equality. 16.Bxc4 Nf2 17.Qe2 Nxh1 18.Bb3 The position is very dynamic but from the objective point of view, Black should be at least equal. 18...Bg4 19.Nf3 Rxc3 20.bxc3 Qa5 21.Rxh1 Qxc3 22.Qd1 a5! is dangerous for White even though he is up a piece (Kasparov) 18...Qb6 19.Nf3 Rxg5 20.hxg5 Bxc3 gives Black good counterplay. Sicilian Theory-Dragon (11...Ne5): Black's eq

[56] **16...bxc4** Clearing the b-file for the attack. 17.e5 Qb6 Black has an advantage thanks to his queenside initiative coming ahead of White's kingside attack. 18.exf6 exf6 The point! White's bishop is trapped! 19.Re7 Rb8 Black doesn't waste time recapturing the piece, as it isn't going anywhere. 20.b3 Qd8 21.Rde1 fxg5 Black's dark squared bishop, commonly referred to as the eye of the Dragon, exerts strong pressure on the h8-a1 diagonal. 22.hxg5 cxb3 23.axb3 23.cxb3 Rxc3+ 24.Qxc3 Rc8 wins material while maintaining the dark squared attack. 23...Qa5 White's dark squares collapse and with them goes the king. 24.Nb1 Qa1 Continuing with the dark squared theme. 25.c3 Rbc8 26.c4 Rxc4+ 27.bxc4 Rxc4+ White resigned as material loss is unavoidable. 0-1 (27) Taube-Nn Nn The Hague 1986 [01: Active Bishop]

[57] **19.Qxd4** bxc3 20.exf6 exf6 20...cxb2+ 21.Kb1 increases White's king safety because ...Qa5 doesn't threaten the a2 pawn. 20...cxb2+ 21.Kb1 increases White's king safety because ...Qa5 doesn't threaten the a2 pawn. 21.Qxd6 fxg5 22.Qxd7 Qa5 23.Re8 With dynamic equality. Rowley vs. Kudrin, 1981 Sicilian (1...c5): Theory-Dragon (11...Ne5): Black's eq With dynamic equality. Rowley vs Kudrin, 1981

[58] **16.Bxf6** 16.gxh5 a4 16...Nxh5 17.Nd5 is dangerous for Black. 17.h6 Bh8 18.h7+ Nxh7 19.Bd5 makes Black defend accurately, though if he finds several accurate moves he should emerge with a slight advantage: 19...b4 20.

Nce2 Nxg5 21.hxg5 e6 21...Bg7 22.f4 ! 22.Nf4 Bg7 23.Nfxe6 ! White has a powerful initiative. 23...Bxe6 24.Nxe6 fxe6 25.Bxe6+ Nf7 26.f4 Re8 White is slightly better, though Black is surviving for now. White can press his initiative with 27.Qxd6 or 27.f5 16.gxh5 a4 16...Nxh5 17.Nd5 is dangerous for Black 17.h6+ Bh8 18.h7+ Nxh7 19.Bd5 makes Black defend accurately, though if he finds several accurate moves he should emerge with a slight advantage: 19... b4 20.Nce2 Nxg5 21.hxg5 Bg7! (preventing the dangerous rook sacrifice on h8. A common theme: White often has dangerous attacking potential on the h file even if the position is objectively equal.) 22.Nf4 Re8! preparing ...e6. 21... e6 would allow a dangerous knight sacrifice on e6. (White is more or less forced to sac) (either knight to e6) (with almost enough compensation) (from the practical point of view very dangerous) (but if Black finds several only moves) 23.Nfe6 fxe6 24.Nxe6 Rxd5! 25.Qxd5 Qa8! (he should emerge to a slightly better endgame. Conclusion: White has lots of dangerous attacking options even in some lines that are inaccurate.) 16...Bxf6 17.gxh5 a4 18.Bd5 or 18.hxg6 gives White good play for the sacrificed material, though objectively Black is relatively close to equality. Conclusion: in the 12.h4 h5 lines, 13.Bg5 Rc5 14.Kb1 is the most dangerous option for White. Objectively Black is close to equality, but his task is not enviable as White has many dangerous options to fight for the initiative. However, White can get an even stronger attack with 12.Kb1. Sicilian (1...c5): Theory-Dragon (11...Ne5): Black's (a 18.Bd5 or 18. hxg6 gives White good play for the sacrificed material, though objectively Black should be able to equalize. Conclusion: in the 12.h4 h5 lines, 13.Bg5 Rc5 14. Kb1 is the most dangerous option for White. Objectively Black should be able to equalize, but his task is not enviable as White has many dangerous options to fight for the initiative. However, White can get an even stronger attack with 12. Kb1.

59 **19.Bd5** All this has been played before... 19...Nc4 But this move is a theoretical novelty. 19...Nf6 20.Bxf6 Bxf6 21.Nxg6!? Nxg6 22.Rdg1 leads to an unclear position. 20.Bxc4 This is the correct answer to Black’s innovation: with kings on opposite sides White’s main problem is the knight. Let us take a look at: 20. Qc1? Nxf4 21.Qxf4 Rxd5! 22.exd5 Qa5 and Black has the initiative and threatens 23...Qb4, for example, 23.a3 b4! 24.Ne6 Nxa3+!! and White’s defense crumbles as Black obtains a strong attack after 25.bxa3 bxa3 26. Nxg7 Rb8+ 27.Kc1 27.Ka2 Rb2+ 28.Ka1 Qc3-+ 27.Ka1 Qc3+-+ 27...a2 , and Black wins. 20...bxc4 Black is correct to open the b-file and in some lines there is the threat of ...c4-c3. After 20...Rxc4?! 21.Nf5! Nxf4 21...Bxf5 22. Nxh5 gxh5 23.exf5 Qc8 24.Rdg1 Kh7 24...Kh8 25.f6+- 25.Qd3 Kh8 26. Be3 Bf6 27.Rg5± 22.Nxg7 Kxg7 23.Bxf4± , White has a clear advantage.

21.Nxh5 A very interesting piece sacrifice! 21...c3 21...gxh5 22.Rdg1 Kh7 23.Be3 a3 24.Qc3 24.Ne6 Bxe6 25.Bxc5 dxc5 26.Rxg7+ Kxg7 27.Qg5+ Kf8 28. Qh6+ Kg8 29.Rg1+ Bg4 30.Qg5+ Kf8 31.fxg4 Qd4 32.Qh6+ Kg8 33.

Qg5+= Bf6 25.Qxa3 Qa5 26.Qxa5 Rxa5 27.c3+= 22.Qe3 It is possible to play 22.bxc3 gxh5 23.Rhg1 Kh7 24.Be3 Rg8+= Editor's note: 22. bxc3 seems to be a better move -Stockfish 12 indicates 22. Qe3 is imprecision-

22...Qb6 Let us take a look at the defenses of both kings. It seems that Black has a big advantage as there is a mating threat on b2 , but this evaluation is wrong. The position is unclear with chances for both sides, especially as after the forced 23.b3 , Black must play 23...gxh5 , which weakens the pawn structure around his king in view of the open g-file. 23.b3 gxh5 Now Black's king is weakened. We have already said what White needs to think about-"Force" Black to move any of the pawns and create new weaknesses in his position. 24.Bh6 Bf6 25.Bg5 Bg7 It is better to play 25...axb3 26.Nxb3 Bxg5 27.Rdg1 Rb8 28. Rxg5+ Kf8 29.Rxc5 Qxc5! with an equal game. 26.Bh6 Bf6 Perhaps it is better to repeat moves, but it is difficult for White to resist the temptation and try to mate Black's king. 27.Rhg1+ Kh7 The only move, after 27...Kh8?? 28.Bf8+-

28.Qf4 As a crouching tiger waiting for the prey, White's queen slowly approaches Black's king with a nasty tactical threat... 28...axb3 29.axb3 29.cxb3?? is a mistake in view of 29...c2+! 30.Nxc2 Rxc2! 31.Kxc2 Ra8 and White is in trouble, for example, 32.a4 32.Kb1 Rxa2-+ 32...Rxa4-+ 29.Nxb3 is not better because of 29...Be6 30.Bg7 Bxg7 31.Rxg7+ Kxg7 32.Rg1+ Kh7 33. Qg3 Bg4! 34.fxg4 Rg8-+ White's attack is finished and he is an exchange down. 29...Qa6 This is the decisive mistake. "When we know we have a problem, we must know how to solve it." It is necessary to play 29...Ra8! threatening ...Qa5 or ...Qa7 and White has to find only moves to save himself: 30.Bg7! 30.Nf5? Qa5-+ Bxg7 31.Qxf7 Bg4!! 32.Ne6 Qxb3+!! 32...Rg8? 33. fxg4+- 33.cxb3 c2+ 34.Kc1 cxd1=Q+ 35.Kxd1 Ra1+ 36.Kd2 Ra2+ with a perpetual check and a draw. This would be the outcome of a perfectly played game, but chess is played by humans, and errors are inevitable. Editor's note: Black can actually win with 29...Bg4!! So, let's make a recap: 1. The source of the problem was 22.Qe3? after which Black can get a decisive advantage with 22...Qb6 23. b3 axb3 24. cxb3 Be5 keeping the important Bishop 2. After 23. gxh5 24.Bh6 Bf6 25. Bg5 Black could still get a winning position with 25...Bxd4 26. Qxd4 axb3 27. axb3 Qa5 3. The 'crouching tiger' move 28. Qf4 throws the game away completely due to 28...axb3 29. axb3 Bg4!! 4. Black is collaborative and throws the game back at White with 29...Qa6?? after which the final combination is correct. 30.Bg7 The execution starts. The main threat now is 31. Qh6+. 30...Bxg7 If 30...Bg5 then 31.Qxf7+- 31.Rxg7+ To win a game sometimes you need to sacrifice! 31.Qxf7 is not good because of 31...Rg8 32. Nf5 Rxf5! 33.exf5 Be8 34.Rxg7+ Rxg7 35.Qxe8 Qa3 36.Qxh5+ , and again this is a draw by perpetual check 31...Kxg7 32.Rg1+ Bg4 The only move!

33.Ne6+ This sacrifice is a very strong tactical move that finishes the game. 33. fxg4?! is weak because of 33...e6! now Black's king can escape via f8 34. gxh5+ Kf8 35.Rf1 f5 36.exf5 e5 37.Qh6+ Ke7 and Black starts to play for a win. 33...Kg6 Everything loses, for example: 33...fxe6 34.fxg4 Ra8 35.gxh5+

mating, or 33...Kg8 34.Rxg4+! hxg4 35.Qxg4+ with mate. 34.fxg4 f6 35.Nxc5 dxc5 36.g5 Qa3 37.gxf6+ Kf7 38.fxe7+ Pawn Chains,I-With a Fianchettoed Bishop - ,K

[60] **13.Kb1** The most often played move. If White starts with 13.h4 , it will likely transpose after 13...Rac8 14.Kb1 . 13...Rac8 It is possible to offer the trade of bishops right away with 13...Nd7 , but I like to bring our rook to the semi-open c-file first, before deciding where to jump with the knight. The knight can potentially also go to h5. 14.h4 There is no real threat yet, but this move could be useful in the long run, as now h4-h5 is always in the air. 14...Nh5 This feels right, blocking the kingside offense, but in fact, the computer has a point in proposing the counterintuitive 14...Nd7!? as well. After 15.Bxg7 Kxg7 the advance 16.h5 can be fully neutralized with 16...g5! when our king is completely safe, as the h-file remains closed. 15.Bxg7 Kxg7 Black has a comfortable position. White's kingside play is blocked, as 16.g4?! is well met with both 16...Nf4 as well as 16...Ng3!? . We control all the key squares in the center and next we can think of doubling on the c-file or advancing our queenside pawns eventually. 16.e5 This is a clever attempt to bring us off balance, but it doesn't lead to anything special for White. 16...Qxe5 17.Rhe1 Qf4 Offering a trade of queens. The endgame after 18.Rxe6 Qxd2 19.Rxd2 Kf7 was equal in an old e-mail game Achilles-Gutierrez, 2008. Instead, 18.Qf2 can be met with 18...Qb4! threatening to take the c3-knight and not giving White time to breathe. 2. Yugoslav Attack with 9.Bc4-11. Bxe6 #1

[61] **15...Nxe5** 16.f4 Nc6 17.Rxe6 Black's weaknesses stand out in son muy notables in such an open position. 17...Qf5 17...Rad8 . 18.Re3 Followed by g3, Nd5, Qg2 and Kb1. 12) Classical Dragon-5...5...g6 6.Be3,7

[62] **16.a3** This seems like the slightly more accurate way of preparing Ne2. In the arising endgame, the king is possibly better placed on c1 than on b1, as it is closer to the center. Although frankly, it is all very subtle and the differences are minuscule. 16...Rac8 This move never needs commentary in the Sicilian. The rook belongs on this file! 17.Ne2 Just like in the16.Kb1 line, if White chooses to postpone trading the queens with 17.h4 , we will still force it with 17...Nb6! intending Nc4. 17...Qxd2+ 18.Rxd2 The endgame is fine for Black. It is very important that, even if White gets the grip with the pawn chain e5-f4-g3-h4, it is not the end of the world, now that we no longer have the bishop on g7. White's knight on d4 will be challenged with the thematic Nb8-Nc6!, our king will likely reroute itself to d7 so as to stay close to e6-pawn while letting the f8-rook have the view over the f-file. And after that, we will keep the ideas of h6-g5 on the kingside and the b5-a5 pawn advance on the queenside in mind.

[ 18.Kxd2 This occurred in one correspondence game as well. Rc4 Black makes use of the fact that White can't block the fourth rank with Nd4 just yet, and swings

his rook over to h4. 19.Kc1 Rh4 20.h3 g5 Not allowing f4 and leaving the e5-pawn isolated. 21.Nd4 Kf7 22.b3 Nb8 Introducing the thematic Nc6-idea. 23.Re3 Rc8 24.Kb2 a5 Possibly intending Rc5 and Nc6. Black seems comfortable in this endgame and a draw was agreed in a correspondence game. ½-½ CCStartBracketCC24CCEndBracketCC Verenzuela, J CCStartBracketCC2315CCEndBracketCC-Lanz Calavia, J CCStartBracketCC2144CCEndBracketCC, ICCF email 2016. 2. Yugoslav Attack with 9.Bc4-11. Bxe6 #6 ]

18...Kf7 Black lost one correspondence game here after 18...a5 . Although the move makes sense, grabbing some space on the queenside, Black eventually misplayed it.

[ 18...a5 The idea is to grab some space on the queenside. 19.Nd4 Kf7 20.Re3 If 21.f4 there is always the Nc5-Ne4 idea, which is the point of Black keeping the d7-knight flexible. a4 21.Kb1 Again, 21.f4 is met with 21...Nc5! g5 21...Nb8 is also okay here. It is similar to our main line, but the text move is also a strong conceptual idea, not letting White get his kingside pawns all nicely connected with f4 and g3. Next, we want Nb8 and Nc6. In the correspondence game, however, Black played 21...Nb6 , where it is doing nothing after 22.b3! After quite a few more mistakes, Black eventually lost the game. 1-0 CCStartBracketCC54CCEndBracketCC Moser, R CCStartBracketCC2395CCEndBracketCC-Guerreiro, J ICCF email 2017. 2. Yugoslav Attack with 9.Bc4-11. Bxe6 #8 ]

19.Nd4 If White starts with 19.f4 , we may go for the active 19...Nc5 followed by Ne4. 19...Nb8 The most conceptual approach is to start with this regrouping and challenge the d4-knight immediately. Alternatively, I also like 19...g5!? trying to avoid the kingside bind altogether. Although, as I already mentioned, without the dead bishop on g7 the kingside bind in itself is not so damaging for us. 20.f4 Nc6 21.Nf3 White is also on top of things. He avoids the trade of knights. 21...Ke8 Continuing with our plan. Black can also start with h6 first, it all comes down to the same thing. 22.g3 h6 23.h4 Kd7 The king is well placed here. White has managed to secure his kingside, so now we can grab some space on the queenside. 24.Re3 b5 Frankly, our queenside offensive is more of a preventive measure, as we aren't going to get all that much play there if White, for example, meets b5-a5 with a3-b3. However, the same applies to White: while he can prevent our counterplay on both wings, he has no resources left to start any real play of his own. Both sides appear to be at a standstill here. 2. Yugoslav Attack with 9.Bc4-11. Bxe6 #7

**16.Qg5** Forcing Black's rook to a passive square. 16...Rae8

[ 16...Rf7 The most logical move from my point of view. In this way, Black has the a8-rook free to seek counterplay, but it is still not enough. 16...Rfe8? is a human reaction, with the idea to increase the activity of the other rook by bringing it to c8, but it is important for Black to keep this rook on the f-file to fulfil defensive tasks. 17.Kb1 Threatening Nxd5 and also Ne2. Qb4 Defending the e7-pawn to be able to

play ...Rf5 next and also intending to go ...Qf4, although it is a slightly silly move that already makes us very clear why 16...Rae8 is the best one. 17...Rc8?! 18. Nxd5 . 18.Qe3 Rf5 19.Rd4 Qa5 20.f4 We have controlled Black's counterplay well while keeping up the pressure. 12) Classical Dragon-5...5...g6 6.Be3,7 ]
17.Kb1 Rf5 18.Qg3 Rc8 After 18...Nb6 19.Ne2 Nc4 20.f4 not only we support the center, but now our queen also contributes on the queenside. 19.f4 Nb6 The most direct move, going by force into an endgame with an exchange down. 19...Rc4 20.Ne2 was played in a recent correspondence game that eventually ended in a draw. Black has to be extremely careful in the face of all our threats and we can set small traps until they collapse: ½-½ ĊĊStartBracketĊĊ43ĊĊEndBracketĊĊ Thompson,B ĊĊStartBracketĊĊ2397ĊĊEndBracketĊĊ-Poulos,G ICCF 2021 20.Ne2 Nc4
21.Nd4 Qb4 22.Qc3 Qxc3 23.Nxf5+ exf5 24.bxc3 Although Black has some compensation, it is not enough. Our plan is to open the kingside quickly with h3+g4 to activate our rooks. 12) Classical Dragon-5...g6 6.Be3,7

63 **19.Ne2** Qxd2 20.Rxd2 Rf8 21.Nd4 Nc5 And draw was agreed in a correspondence game ½-½ ĊĊStartBracketĊĊ21ĊĊEndBracketĊĊ Molina,R-Mulder,C ĊĊStartBracketĊĊ1920ĊĊEndBracketĊĊ ICCF email 2017. 2. Yugoslav Attack with 9.Bc4-11. Bxe6 #4

64 **12...Rfc8** 12...Rac8 is similar. 13.Kb1 b5 14.Rhe1 White is centralizing all of his pieces. Due to ...Nxd4 which improved White's center control, White is aiming for central domination. 14...Bxb3 14...b4 is met with 15. Nd5 15.cxb3 Strengthening the queenside. This reduces Black's attacking potential. White is threatening Bxf6 followed by Nd5 and Nxf6+ damaging Black's pawn structure.
15...b4 The only way to fight for the initiative. White was threatening Bxf6 followed by Nd5. After the trade of queens, White is slightly better because of his more active pieces, superior minor piece, and threats of Nxf6 (damaging Black's pawn structure) and Nb6 (winning the exchange) . 16.Bxf6 The most forcing continuation. 16.Nd5 is also at least equal. The most forcing continuation. 16. Nd5 is also at least equal. 16...bxc3 16...Bxf6 17.Nd5 gives White a dominating knight, multiple threats (Nxf6+ or Qxb4) (and potential for a kingside attack) (f4-f5) (while Black has no counterplay.) 17.Bxc3 Bxc3
18.bxc3 White is slightly better in this endgame because of his queenside pawn majority. This could turn into an outside passed pawn (if White trades a pair of queenside pawns) which would give White a won King and Pawn endgame. Sicilian Theory-Dragon: White vs. 9...Nxd4 White is slightly better in this endgame because of his queenside pawn majority. This could turn into an outside passed pawn (if White trades a pair of queenside pawns) which would give White a won King and Pawn endgame. 18...Qxc3 19.Qxc3 18...Rxc3 19. Re3
**12...Bxb3** 13.cxb3 Rfc8 14.Kb1 Rc6 15.h4 h5 16.Bxf6 Bxf6 17.Nd5 Qxd2

18.Nxf6+ exf6 19.Rxd2 Kf8 1/2 : 1/2 P. Norbi - K. Blom, Danmark (ch) 1965 B 77/02

[65] **14.Ne2** The knight is quite passive here and no longer controls the important squares d5 and a4. 14...Bxb3 Good moment to trade the bishops, now that the knight is far away from d5. 15.cxb3 e5 The standard idea of Qb5 intending a5-a4 was fine too, but here Black can make use of the fact that the knight on e2 is misplaced and go for a quick breakthrough in the center. 16.Bf2 Rfd8 Followed by d5, which is unstoppable at this point. 17.Bh4 Trying to stop d5, but that is no longer possible. 17...d5 A temporary pawn sacrifice, once again making use of the fact that the e2-knight is too far away from the crucial d5-square. 18.Bxf6 Bxf6 19.exd5 Rd7 And Black wins back the pawn with a better pawn structure. 20.Ng3 Rad8 21.Ne4 Bg7 22.d6 White can only postpone the inevitable. 22...f5 Undermining the knight and picking up the d6-pawn next. 23.Ng5 The d6-pawn is doomed and now the easiest is probably to pin the knight and follow up with Qc5 and Rxd6. 23...Bh6 Followed by Qc5 and Rxd6, equalizing the material and ending up with a pawn majority in the center. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #1

[66] **16.Qd3** This should lead to a rather comfortable endgame for Black. 16...Qxd3 17.Rxd3 Nd7 With a good pawn structure and, as always, with the semi-open c-file there is not much to worry about for us in this endgame. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #2

[67] **17.h5** gxh5 Slowing down White's kingside play just a little bit so as to get enough time to start our own queenside play with a4-b3. 18.Ng3 a4 Going for the counterattack. 19.Bxf6 Bxf6 White is slowly breaking through, but our king is safe enough and b3 is coming. 20.Rxh5

[ 20.Nxh5 Bh8 Preserving the bishop, intending Qe5 and, if White brings the knight back with 21.Nf4 , we strike with 21...b3! 2. Yugoslav Attack with 9.Bc4-11. Bb3 #3 ]

20...Qc4 The king on g8 is rather open, but is in fact pretty safe. And b3 is coming. 2. Yugoslav Attack with 9.Bc4-B3

[68] **19.g5** If White were to simply take on d5, we would easily regain the pawn by moving any of the two rooks to d8. 19...d4 Tempo play. 20.gxf6 dxe3 21.Qxe3 Rxf6 It is important not to think about undoubling our pawns and instead focus on counterplay on the f-file. The bishop can eventually find a bright future on the h6-c1 diagonal. 22.h5 White should start some play before we get to push h5! and lock the kingside. 22...Raf8 Hitting the f3-pawn. 23.hxg6 And now I like the thematic solution: 23...Rxf3 24.gxh7+ Kh8 Note how beautifully the h7-pawn protects our king. That's very typical. 25.Qd2 Qc4 And White is facing some issues with the protection of his e4-pawn, and Rf2, as well as a4, are coming next. What's most important is that our king is safe thanks to the enemy shelter

on h7. 2. Yugoslav Attack with 9.Bc4-B3

69 **15...Nxd5** 16.Bxg7 Now if Black were to just recapture on g7 with 16...Kxg7 White would go 17.exd5 and then start quick play on the kingside with h4-h5, which clearly appears to be faster than our a5-a4-b3 counterplay. However, there is a very important trick here that many of your opponents will surely not see coming.

[ 16.exd5 Qxd5 We are happy here, having traded the central d5-pawn for our b-pawn. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #6 ]

16...Nc3+ A very strong intermezzo. Black is taking over the initiative here, as the tactics work out for us. 17.bxc3 White hopes to at least win the b-pawn after 17...Kxg7 cxb4 , but there is one more surprise.

[ 17.Bxc3 This is the best attempt, trying to salvage a draw in an ugly rook endgame. bxc3 18.Qxc3 Of course, with such a ruined pawn structure, White is advised to at least trade the queens, so as not to have issues with his king's safety. Qxc3 19.bxc3 Rfc8 20.Rd3 Rc5 And here, although White is nominally a pawn up, it is Black who is happy about his position. The beautiful Dragon pawn structure is made for such an endgame, with one giant flexible pawn island that essentially has no weak links. Our plan is to keep swinging with our rooks and hitting the weak queenside pawns, while eventually creating some play on the kingside as well with a well-timed pawn advance. One plan is a well-timed f5, but even more aesthetically pleasing for me are such ideas as f6-Kf7 followed by g5, h5 and an eventual g4. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #7 ]

17...Rfb8 Actually 17...Rab8! is just as good. 18.cxb4 Qxb4+ And it turns out that, in the end, we will win back the piece with dividends. 19.Qxb4 Rxb4+ 20.Bb2 Rab8 Black had to see this far ƇƇStartBracketƇƇor study my courseƇƇEndBracketƇƇ! Once we win back the piece, we obviously have a better pawn structure. If we consider the rule of pawn islands, White has three, while we have two. The less the better. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #8

70 **19.hxg6** hxg6 20.g4 20.Bxf6 Bxf6 21.Qh6 e6! gives nothing as Black is okay here. 'Not the impatient 20.Bxf6 ? Bxf6 21.Qh6 e6 ! (threatening ...Qe5) and Black holds everything.' (Fischer) . And if 22.f4 , then 22...Qe2 ! 20...a5 Now Black only needs one more move 21...a4 to consolidate his position, but this lack of time decides the game in White’s favor, because his attack activity is more dangerous. 21.g5 Nh5 Black still threatens ...a4 and the question is how to save the bishop on b3. The answer is peculiar and enters the sphere of science fiction: establish a close connection with the pawn on g5! But how? 21...Ne8 is not better: 22.Bxg7 Nxg7 22...Kxg7? 23.Qh2+- 23.Rh6! e6 23... a4 24.Qh2 Nh5 25.Rxg6++- 24.Qh2 Nh5 25.Bxe6! fxe6 25...Qxg5 26. Rxg6+! Qxg6 27.Bxc8+- 26.Rxg6+ Ng7 27.Rh1+- 21...a4? 22.gxf6 axb3 23.fxg7! bxc2+ 24.Qxc2! e5 25.Qh2+- 21...a4 ? 22.gxf6 axb3 is bad on

account of 23.fxg7 ! bxc2+ 24.Qxc2 ! , while after Vasyukov's recommendation 21...Ne8 Fischer gives the winning variation 22.Bxg7 Nxg7 23.Rh6 ! e6 24.Qh2 Nh5 25.Bxe6 ! fxe6 25...Qxg5 26.Rxg6+ ! Qxg6 27. Rg1 26.Rxg6+ Ng7 27.Rh1. 22.Rxh5 Science fiction becomes reality! Very often a game is won with an attack and in such cases it is necessary to disturb the balance with a sacrifice in one part of the board and create attacking threats that will be superior to the ones of the opponent. This will lead to either a mate or big material gains. Reuben Fine said: “In positions such as this, combinations are as natural as a baby’s smile.” The game move is the first step towards disturbing the balance! A typical exchange sacrifice, demonstrating the power of the b3-bishop (as in Game No.56) . Here, with a reference to Fine, Bobby quotes an old chess aphorism: 'In such positions, combinations are as natural as a baby's smile.' White sacrifices to Blast open the kingside. CCStartBlockQuoteCC'In such positions, combinations are as natural as a baby's smile.' - GM Reuben FineCCEndBlockQuoteCC White sacrifices to blast open the kingside. 22...gxh5 22...Bxd4 23.Qxd4 gxh5 24.g6 Qe5 24...e6 25. Qxd6+- 25.gxf7+ Kh7 25...Kf8 26.Qxe5 dxe5 27.Rg1 e6 28.Bxe6 Ke7 29. Bxc8 Rxc8 30.Rg5+- 26.Qd3+- A highly important moment ! In Fischer's opinion, 'No better is 22...Bxd4 23.Qxd4 gxh5 24.g6 24.g6 Qe5 if 24...e6 25.Qxd6 25.gxf7+ Kh7 if 25...Kf8 26.Qxe5 dxe5 27.Rg1 e6 28.Bxe6 Ke7 29.Bxc8 Rxc8 30.Rg5 wins 26.Qd3 ! - intending f3-f4 - should be decisive.' But this pleasing picture is destroyed by the sudden interference move 24...Rc4 !! - the bishop must be neutralized at any price ! For example: 1: 22...Bxd4 23. Qxd4 gxh5 24.g6 Rc4 25.gxf7+ Kxf7 26.e5 ! 26.Rh1 a4 27.Bxc4+ Rxc4 28.Qh8 Rc5 with equality 26...a4 ! 27.Qf4+ Ke8 28.Bxc4 Qxc4 ! 28...Rxc4 29.Qg5 b3 is also interesting 29.Qf5 the rook endgame after 29.Qxc4 Rxc4 30.exd6 exd6 31.Rxd6 Rf4 is a dead draw 29...Rc5 ! 30.Qxh5+ 30.b3 Qe2 31.Rg1 Kd8 ! with equality 30...Kd8 31.Qf5 Qe2 ! 31...a3 !? 32.Rg1 Rxe5 with equality (weakness of the back rank !) ; 2: 22...Bxd4 23.Qxd4 gxh5 24. g6 Rc4 25.Qe3 25.Qg1 a4 ! 25...fxg6 26.Qh6 White also achieves nothing with 26.Rd5 Qa6 ! 27.Qh6 Kf7 28.Qh7+ or 28.Rg5 Rg8 28...Kf6 26...Kf7 27.f4 ! 27.Rg1 Rg8 27...Ke8 ! but not 27...a4 ? 28.f5 ! axb3 29.Qxg6+ Kf8 30.Rg1 and wins 28.Qxg6+ 28.e5 Kd7 ! 28...Kd8 29.Bxc4 Qxc4 30.e5 Qe2 ! and again the weakness of White's back rank denies him any hopes of success. It is psychologically understandable why Fischer missed this possible defence in his analysis: it casts doubts on the entire conception of his commentary, beginning with 'the losing move' 15... Rac8. 22...a4 23.Rh7 and 23... Kxh7 loses to 24. Bxf7 23.g6 And this is the second and decisive step-now we can all see that the bishop on b3 and the g-pawn are inseparable friends! White's attack is decisive. White's attack is desicive. 23...e5 23...e6 24.gxf7+ Kxf7 24...Rxf7 25.Bxe6+- 25.Bxg7 Kxg7 26.Rg1+ Kh7 27.Qg2 Qe5 28. Qg6+ Kh8 29.Rg5 Rg7 30.Rxh5+ Kg8 31.Bxe6+ Kf8 32.Rf5+ Ke7 33. Rf7++- Now Black does indeed lose, but it was worth trying the more tenacious

23...e6 24.gxf7+ Kxf7 24...Rxf7 25.Bxe6 25.Bxg7 Kxg7 26.Rg1+ Kh7 , since, according to Fischer, there would then have followed 26...Kh7 27.Qg2 Qe5 (?) 28.Qg6+ Kh8 29.Rg5 (?) Rg7 30.Rxh5+ Kg8 (?) 31.Bxe6+ Kf8 32.Rf5+ Ke7 33.Rf7+. Here there are as many as three 'holes': 26...Kh7 27.Qg2 Qe5 ? 27...Qe8 ! would have defended against the crushing threats 28.Qg6+ Kh8 29.Rg5 ? White would have won by 29.Bxe6 29...Rg7 30.Rxh5+ , and now instead of 30...Kg8 ? , Black could go into an equal endgame - 30...Qxh5 ! 31.Qxh5+ Rh7 32.Qxh7+ Kxh7 33.Bxe6 Rf8. Fortunately for White, he would win by 27.Bxe6 ! Rf8 28.Bd5 !? this is perhaps simpler than 28.Qxd6 Rg7 29.Rh1 Qg5 30.Qd1 ! Rd8 31.Qf1 Rd2 32.Bg4 ! h4 33.Qe1 28...Rg7 or 28...Qe8 29.e5 ! Kh8 30.Be4 29.Rxg7+ Kxg7 30.Qg5+ Kh7 31.Qxh5+ Kg7 32.Qg5+ Kh7 33.Qe7+ Kg6 34.Qxd6+ Rf6 35.Qg3+ etc.

24.gxf7+ Kf8 There is also no salvation after 24...Rxf7 25.Be3 a4 or 25...Qd7 26.Bxf7+ Kxf7 27.Rh1 ! 26.Be6 Rcc7 27.Rh1. The remainder is clear without any explanation. 25.Be3 d5 25...a4 26.Qxd6+ Re7 27.Qd8+! Rxd8 28.Rxd8+ Re8 29.Bc5++- 25...Rd8 26.Bh6+- 25...a4 ? 26.Qxd6+ Re7 27.Qd8+ ! , and if 25...Rd8 , then 26.Bh6. 26.exd5 Not 26.Bxd5 , because of 26...Rxc2! . 26...Rxf7 26...a4 27.d6! axb3 28.dxc7+- 26...a4 27.d6 ! 27.d6 Rf6 27...Rd7 28.Be6+- 28.Bh6↑ 27...Rxf3 28.d7+- 27...Rxf3 28.d7 27...Rd7 28.Bh6 ! 28.Bg5 Qb7 28...Qd7 29.Qd5! Qf7 29...Rf7 30.Be7++- 30.Bxf6+-

29.Bxf6 Bxf6 30.d7 Rd8 31.Qd6+ Pawn Chains,I-Open Lines -> Open Diagonals ,P Black resigned.Fischer's last-round game with the experienced Gligoric, one of the tournament favourites, was very important in the competitive sense. Bobby was playing Black and, in order to qualify as one of the six candidates, on no account could he afford to lose. However, he was not afraid of choosing a very dangerous variation of the Sicilian Defence in which he employed a strong novelty, and in the end, after confidently parrying the attack, he gained the necessary draw (cf. the note to Black's 8th move in Game No.55) .Fischer's debut in the international arena created a furore. 'In the struggle at the board this youth, almost still a child, showed himself to be a fully-fledged fighter, demonstrating amazing composure, precise calculation and devilish resourcefulness. I was especially struck not even by his extensive opening knowledge, but his striving everywhere to seek new paths. In Fischer's play an enormous talent was noticeable, and in addition one sensed an enormous amount of work on the study of chess.' (Averbakh) In the next USA Championship (1958/59) he again proved the strongest: 1. Fischer - 8½ out of 11 (undefeated) ; 2. Reshevsky - 7½; 3. Sherwin - 6½ etc. An additional weight to his success was imparted by the first win in his life over Reshevsky, whom Bobby stunned right in the opening with a spectacular combination involving a bishop sacrifice on f7, which had occurred not long before that in... the championship of the Russian Federation. Fischer had spotted it in a Soviet magazine !

[71] **16.Rhe1** This is one of the two ways to trade queens. The alternative is the immediate Qd3. 16...a5 17.Qd3 This is quite clever, but there is a simple solution for Black.

[ 17.Qe2 White has to trade queens to rescue his b3-bishop. White is playing for pressure down the e-file and is better in the resulting endgame. White is playing for pressure down the e file and is better in the resulting endgame. Qxe2 18.Rxe2 a4 Grabbing some space and taking away the a4-square from the bishop. 19.Bc4 Rfc8 Developing our rook with a tempo. 20.b3 And here Black already has a couple of comfortable ways to defend our only weakness, the e7-pawn. Rc7 Also 20...Kf8 doesn't look bad at all. 21.Bb5 White doesn't really have a way to press anywhere, so he is trying to reroute the bishop to c6. axb3 22.cxb3 Ra5 It turns out that 23.Bc6 doesn't work because of 23...Nxd5! And neither does 23.Bb6 because of 23...Rxb5 followed by Nxd5. 23.Bc4 Rb7 Taking control of all the squares. This endgame is comfortable for Black and happened, amongst others, in ½-½ Inarkiev-Sutovsky, Poikovsky 2015. Black would like to offer a trade of bishops and start rerouting the f6-knight. One of the interesting routes is Ne8-c7-b5. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #16 24.Bf2 1/2 : 1/2 Timman - Miles, London 1980 ]

17...Qxd3 18.cxd3 a4 Grabbing some space first. With a direct transposition to the16.Rhe1 variation. 19.Bc4 Now it's time to address the e7-pawn. Or is it?

19...Rab8 This is the easiest, improving on Moranda-Klekowski, 2018. We take control over the b5-square to prepare Rfe8, as it turns out that the e7-pawn is not really hanging. 20.Rxe7 Nxd5 21.Bxd5 Bxd4 With equality. The opposite-colored bishops are famously neutralizing each other and, with Rb5 incoming, White will not be able to keep up the pressure on the f7-pawn. But first, we would want to go a3 to create a far-advanced pawn there, just in case our rook gets activated one day. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #15

[72] **18.Bxg7** This is quite critical because, even though conceptually speaking Black is happy to trade the dark-squared bishops, there is a direct issue with the e7-pawn, so that we will have to give up. 18...Kxg7 19.Re3 The point of the trade on g7. Now, Ne5 no longer comes with a tempo and we don't have time to stop f4 with g5. 19...Kf6 20.Rhe1 Our e7-pawn is falling. Our knight is still far superior to the bishop and White will never be able to create a proper passed pawn on the queenside, so the position remains fine for Black and our compensation is enough to equalize. 20...a5 This is similar to my recommendation and occurred in a high-rated correspondence game played in 2016 that ended in a draw.

[ 20...g5 Very similar is 20...a5 first. After 21.Rxe7 Ne5 22.Rb7 g5 it comes down to pretty much the same thing. 21.Rxe7 Ne5 The knight is the pride of our position. 22.Rb7 Similarly, we meet 22.Rc7 with 22...Rfc8! Rfb8 Trading the active rook. 23.Rxb8 Rxb8 The difference in the quality of the light pieces and the fact that White doesn't have a way to create a passed pawn ensure that Black has

full compensation here. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #11 ]
21.Rxe7 Ne5 22.Rb7 g5 23.Rf1 Rfe8 24.Ba4 Reb8 25.Rxb8 Rxb8
1/2-1/2 ⮜⮜StartBracket⮜⮜34⮜⮜EndBracket⮜⮜ Gooshchin,D ⮜⮜StartBracket⮜⮜2553⮜⮜EndBracket⮜⮜ - Ham,S ⮜⮜StartBracket⮜⮜2583⮜⮜EndBracket⮜⮜ ICCF email 2016. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #12
**18.f4** Bxd4 19.Rxd4 a5 With Nc5 next. 18. f4 was a weakening move and Black already seems to be slightly better here. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #10

[73] **19.Rdd1** g5 Securing the outpost for the knight. This position not only occurred in a couple of correspondent games but also in the OTB games Ivanchuk-Djukic 2019 and Jakovenko-Li Chao 2019. Black lost both OTB games, but it had nothing to do with the outcome of the opening, as at this point Black's position is very comfortable. 20.c3 Both Jakovenko and Ivanchuk went for this. 20...bxc3 Li Chao played 21...a5 which was a mistake, as the b4-pawn became a weakness. After the text move, on the other hand, Black gets counterplay along the b-file. 21.Bxc3 Rfc8 Also possible was 21...Rfb8 followed by a5, but placing rooks on the b- and c-files, which is what GM Djukic did, is perfectly sensible. 22.Re4 a5 This is the top choice, with the idea being...
[ 22...f5 There is no need for this, but there is nothing wrong with it either. Black grabs a bit of space and clarifies where White's rook is going. 23.Rb4 Rab8 24.Rd2 And here Black is doing more than well, after White's last inaccurate move. The move 24...Ng6! , for example, would have been very strong now, trading the bishops and keeping only the good pieces on the board. Instead, Black hallucinated and blundered a piece with 24...Nc4? 25.Rxc4 Rxc4 26.Bxg7 , 1-0 in Ivanchuk-Djukic, Batumi 2018. Ng6 Black is already slightly better here, as the knight is far better than the bishop. Black can start developing kingside play with h5-h4 or with h5, f4, Ne5 and g4. 2. Yugoslav Attack with 9.Bc4-11. Bb3 #14 ]
23.Ra4 Rc5 When Black controls all crucial squares and will eventually trade the dark-squared bishops and leave White with his dumb b3-bishop. Line 2. Yugoslav Attack with 9.Bc4-11. Bb3 #13